THE HERO SHEET

/100 Level 7 /700 Major Hero	Level 2 /200 Level 8 /800 Combat	Level 3 /300 Level 9 /900 Speed	Level 10	Level 5 /500 Level 11 /1100 Armor	Level 6 /60 Level 12 /120 Health
Level 7 /700 Major Hero Movement	Level 8 /800	Level 9 /900	Level 10 /1000	Level 11 /1100	Level 12 /120
/700 Major Hero Movement	/800	/900	/1000 Patron	/1100	/120
Major Hero Movement			Patron		
Movement	Combat			Armor	Health
	Combat	Speed	Resolve	Armor	Health
Items (max 4)	- 275				
Items (max 4)					
Items (max 4)			Injuries:		
Monster Slayer		Divine Favor			
Monster Slayer		Divine Favor			
Heroic Resolve		Looter Survivor			
Minor Hero			Patron		
WIII OI TIEIO			ation		
Movement	Combat	Speed	Resolve	Armor	Health
Items (max 3):			Injuries:		
Monster		Looter			
Slayer		Survivor			

Minor Hero			Patron		
Movement	Combat	Speed	Resolve	Armor	Health
Items (max 3):			Injuries:		
Monster Slayer		Looter Survivor			
Heroic Resolve					
Minion			Туре		
Movement	Combat	Speed	Resolve	Armor	Health
	0.00				
Items (max 1):			Injuries:		
Minion			Туре		
Movement	Combat	Speed	Resolve	Armor	Health
Items (max 1):			Injuries:		
Minion			Туре		
Movement	Combat	Speed	Resolve	Armor	Health
Items (max 1):			Injuries:		

Minion			Туре			
Movement	Combat	Speed	Resolve	Armor	Health	
Items (max 1):			Injuries:			

Drachma:	
The Vault	
The Camp	