

VOW OF HONOR

ROLEPLAYING GAME
CHARACTER SHEET

Honor Dice

Name

Description

TENETS OF HONOR

COMMITMENT	COMPASSION	PURITY	RIGHTEOUSNESS	UNDERSTANDING
Oathsworn? (Pick two Tenets) <input type="checkbox"/>	Oathsworn? (Pick two Tenets) <input type="checkbox"/>	Oathsworn? (Pick two Tenets) <input type="checkbox"/>	Oathsworn? (Pick two Tenets) <input type="checkbox"/>	Oathsworn? (Pick two Tenets) <input type="checkbox"/>
Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)	Tenet Maneuvers (Pick one if Oathsworn)
When you fail to overcome a Task's Difficulty on your first roll, all rolls against this task gain +1AD. <input type="checkbox"/>	Each HD spent is an automatic success on Skill rolls to attempt to make someone Compassionate. <input type="checkbox"/>	Each HD spent is an automatic success toward cancelling an opponent's Difficulty derived from Dishonor. <input type="checkbox"/>	You are immune to Fear, and allies gain +1D of Advantage to resist Fear while in your presence <input type="checkbox"/>	Each HD spent is an automatic success when rolling to learn, understand, empathize, or deduce. <input type="checkbox"/>
Each HD spent removes one Severity of an Injury sustained this round. <input type="checkbox"/>	Each HD spent is an automatic success toward removing another's Injury or Consequence. <input type="checkbox"/>	You are immune to Sickness, and allies in your presence receive +1D of Advantage to resist Sickness. <input type="checkbox"/>	Any HD spent while acting Righteously are considered an automatic success <input type="checkbox"/>	Spend an HD to automatically know a Task's or Enemy's Difficulty, Severity, and Threshold <input type="checkbox"/>
Observances <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Observances <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Observances <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Observances <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Observances <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Violations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Violations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Violations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Violations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Violations <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stained? <input type="checkbox"/>	Stained? <input type="checkbox"/>	Stained? <input type="checkbox"/>	Stained? <input type="checkbox"/>	Stained? <input type="checkbox"/>

SKILLS

Awareness	Coordination	Influence	Knowledge	Logic	Might	Resistance	Stealth
Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>	Exemplary <input type="checkbox"/>
Good <input type="checkbox"/>	Good <input type="checkbox"/>	Good <input type="checkbox"/>	Good <input type="checkbox"/>	Good <input type="checkbox"/>	Good <input type="checkbox"/>	Good <input type="checkbox"/>	Good <input type="checkbox"/>
Average <input type="checkbox"/>	Average <input type="checkbox"/>	Average <input type="checkbox"/>	Average <input type="checkbox"/>	Average <input type="checkbox"/>	Average <input type="checkbox"/>	Average <input type="checkbox"/>	Average <input type="checkbox"/>
Poor <input type="checkbox"/>	Poor <input type="checkbox"/>	Poor <input type="checkbox"/>	Poor <input type="checkbox"/>	Poor <input type="checkbox"/>	Poor <input type="checkbox"/>	Poor <input type="checkbox"/>	Poor <input type="checkbox"/>

Standard Skill Array: one Exemplary, one Good, five Average, one Poor. Exemplary = success on 3+, Good = success on 4+, Average = success on 5+, Poor = success on 6+

Talents	Equipment	Notes
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