HEIRS TO HERESY

THE FALL OF THE KNIGHTS TEMPLAR

ALAN BAHR

CHARACTER SHEETS



NATIONALITY ADVANCEMENT POINTS

| TRIBUT | TES @ |
|-----------|-------|
| MIGHT | |
| VITALITY | |
| QUICKNESS | |
| INTELLECT | |
| COURAGE | |
| FAITH | |

| © SKILLS ® |
|------------|
| ATHLETICS |
| AWARENESS |
| BATTLE |
| CRAFT |
| COURTESY |
| EXPLORE |
| HEALING |
| HISTORY |
| HUNTING |
| INSPIRE |
| INSIGHT |
| PERSUADE |
| RELIGION |
| STEALTH |
| TRAVEL |

| | © COMBAT ® |
|------------------|--------------------------------------|
| MELEE ATTACK | Might + Quickness |
| MELEE DAMAGE | Might + Vitality + Damage die |
| ranged attack | Intellect + Quickness |
| ranged damage | Intellect + Quickness + Damage die |
| DEFENCE | 10 + Quickness + Intellect + Courage |
| DAMAGE REDUCTION | See Equipment |

| | WEAPO | NS ® |
|----------------|---------------|--|
| NAME | DAMAGE DIE | SPECIAL |
| LONGSWORD (1H) | D12 | On a 1: ignore Damage Reduction |
| LONDSWORD (2H) | 2D8 | On two 1's: ignore Damage Reduction |
| DAGGER | D6 | On a 1: ignore Damage Reduction |
| MACE | 2D4 | On a 1: permanently reduce Damage Reduction by 1 |
| AXE | D8 | On a 1: shatter shield, or reduce Damage Reduction by 1 |
| CROSSBOW | D10 | On a 1 or 2: ignore Damage Reduction |
| | | |

| | ARMOUR | |
|-----------|---------------------|--|
| NAME | EFFECT | |
| CHAINMAIL | 5 Damage Reduction | |
| SHIELD | +2 Damage Reduction | |
| | | |
| | | |



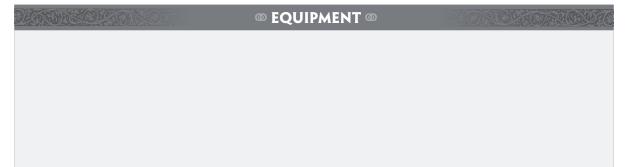
HEIRS to HERESY



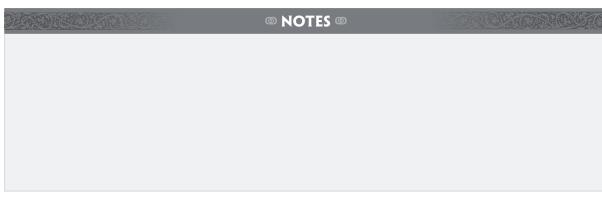
| | MEALTH MEALTH | |
|------------------------------------|--|-----------------|
| MAXIMUM | CURRENT | CRIPPLING BLOW |
| 10 + Might + Courage + Vitality | | Courage + Faith |

© FAITH POINTS ©

| DEGENERAL CONTROL | | © CONDITIONS © |
|-------------------|-------------|---|
| | STUNNED | Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns. |
| | BLEEDING | Start of turn: take 2 irreducible damage. Healing Test (difficulty 12) to uncheck. |
| | BROKEN LIMB | It takes 2 actions to move zones. Healing Test (difficulty 12) to uncheck. |
| | DYING | Start of turn: you die. Healing Test (difficulty = maximum health) to uncheck. |







NAME IRÈNE PERROT

NATIONALITY FRENCH ADVANCEMENT POINTS

| 💯 🍩 ATTRIBUTES 🚳 🏈 |
|--------------------|
| MIGHT +4 |
| VITALITY +1 |
| QUICKNESS +2 |
| INTELLECT +1 |
| COURAGE +4 |
| FAITH +0 |

| © SKILLS © | NOTE: |
|------------|-------|
| ATHLETICS | 3 |
| AWARENESS | 3 |
| BATTLE | 3 |
| CRAFT | |
| COURTESY | 3 |
| EXPLORE | 3 |
| HEALING | |
| HISTORY | 3 |
| HUNTING | 3 |
| INSPIRE | 3 |
| INSIGHT | |
| PERSUADE | |
| religion | 3 |
| STEALTH | |
| TRAVEL | 3 |

| | COMBAT ® |
|------------------|---------------|
| MELEE ATTACK | +6 |
| melee damage | DAMAGE DIE +5 |
| ranged attack | +3 |
| ranged damage | DAMAGE DIE +3 |
| DEFENCE | 17 |
| DAMAGE REDUCTION | 7 |

| DEGINE (S) KO | WEAPC | NS ® |
|----------------|---------------|--|
| NAME | DAMAGE DIE | SPECIAL |
| LONGSWORD (1H) | D12 | On a 1: ignore Damage Reduction |
| LONDSWORD (2H) | 2D8 | On two 1's: ignore Damage Reduction |
| DAGGER | D6 | On a 1: ignore Damage Reduction |
| MACE | 2D4 | On a 1: permanently reduce Damage Reduction by 1 |
| AXE | D8 | On a 1: shatter shield, or reduce Damage Reduction by 1 |
| CROSSBOW | D10 | On a 1 or 2: ignore Damage Reduction |
| | | |

| | ARMOUR | |
|-----------|---------------------|--|
| NAME | EFFECT | |
| CHAINMAIL | 5 Damage Reduction | |
| SHIELD | +2 Damage Reduction | |
| | | |
| | | |





® FAITH POINTS ®

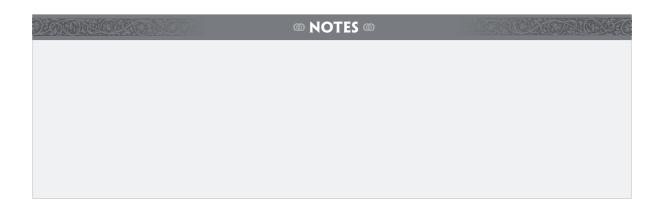
| | | © CONDITIONS © | |
|----------|-------------|---|-------------------|
| STUNNED | | Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns. | |
| BLEEDING | | Start of turn: take 2 irreducible damage. Healing Test (difficulty 12) to uncheck. | |
| | BROKEN LIMB | It takes 2 actions to move zones. Healing Test (difficulty 12) to uncheck. | |
| | DYING | Start of turn: you die. Healing Test (difficulty = maximum he | alth) to uncheck. |

© EQUIPMENT ©

CHAINMAIL ARMOUR SHIELD LONGSWORD DAGGER MACE AXE CROSSBOW

CROSSBOW 10 BOLTS

© SPECIAL ABILITIES ©



NAME KRISTOF ULLRSON NATIONALITY SWEDISH ADVANCEMENT POINTS

| ATTRIBUTES 🚳 | |
|--------------|--|
| MIGHT +3 | |
| VITALITY +3 | |
| QUICKNESS +1 | |
| INTELLECT +1 | |
| COURAGE +2 | |
| FAITH +2 | |

| © SKILLS ® | NO THE |
|------------|--------|
| ATHLETICS | 3 |
| AWARENESS | 3 |
| BATTLE | 3 |
| CRAFT | |
| COURTESY | 3 |
| EXPLORE | 3 |
| HEALING | |
| HISTORY | 3 |
| HUNTING | 3 |
| INSPIRE | 3 |
| INSIGHT | |
| PERSUADE | |
| religion | 3 |
| STEALTH | |
| TRAVEL | 3 |

| | COMBAT ® |
|------------------|---------------|
| MELEE ATTACK | +4 |
| melee damage | DAMAGE DIE +6 |
| ranged attack | +2 |
| ranged damage | DAMAGE DIE +2 |
| DEFENCE | 14 |
| DAMAGE REDUCTION | 7 |

| | WEAPC | ONS ® |
|----------------|---------------|--|
| NAME | DAMAGE DIE | SPECIAL |
| LONGSWORD (1H) | D12 | On a 1: ignore Damage Reduction |
| LONDSWORD (2H) | 2D8 | On two 1's: ignore Damage Reduction |
| DAGGER | D6 | On a 1: ignore Damage Reduction |
| MACE | 2D4 | On a 1: permanently reduce Damage Reduction by 1 |
| AXE | D8 | On a 1: shatter shield, or reduce Damage Reduction by 1 |
| CROSSBOW | D10 | On a 1 or 2: ignore Damage Reduction |
| | | |

| | ARMOUR | 25 6 JA 19 24 C |
|-----------|---------------------|-----------------|
| NAME | EFFECT | |
| CHAINMAIL | 5 Damage Reduction | |
| SHIELD | +2 Damage Reduction | |
| | | |
| | | |





| | | © CONDITIONS © | |
|----------|-------------|---|-------------------|
| STUNNED | | Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns. | |
| BLEEDING | | Start of turn: take 2 irreducible damage. Healing Test (difficulty 12) to uncheck. | |
| | BROKEN LIMB | It takes 2 actions to move zones. Healing Test (difficulty 12) to uncheck. | |
| | DYING | Start of turn: you die. Healing Test (difficulty = maximum he | alth) to uncheck. |

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CHAINMAIL ARMOUR SHIELD LONGSWORD DAGGER MACE AXE CROSSBOW 10 BOLTS

© SPECIAL ABILITIES ©

| ® NOTES ® | |
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NAME ANGÈLE DE LA SALMONE NATIONALITY SPANISH ADVANCEMENT POINTS

| 💯 @ ATTRIBUTES ® 🎉 |
|--------------------|
| MIGHT +3 |
| VITALITY +1 |
| QUICKNESS +3 |
| INTELLECT +2 |
| COURAGE +2 |
| FAITH +1 |

| NOTE: | © SKILLS © | |
|-------|------------|--|
| | ATHLETICS | |
| 3 | AWARENESS | |
| | BATTLE | |
| 3 | CRAFT | |
| 5 | COURTESY | |
| | EXPLORE | |
| 3 | HEALING | |
| | HISTORY | |
| | HUNTING | |
| | INSPIRE | |
| 3 | INSIGHT | |
| 5 | PERSUADE | |
| | RELIGION | |
| 2 | STEALTH | |
| | TRAVEL | |

| | COMBAT ® |
|------------------|---------------|
| MELEE ATTACK | +6 |
| melee damage | DAMAGE DIE +4 |
| RANGED ATTACK | +5 |
| ranged damage | DAMAGE DIE +5 |
| DEFENCE | 17 |
| DAMAGE REDUCTION | 7 |

| DEGINE (S) KO | WEAPC | NS ® |
|----------------|---------------|--|
| NAME | DAMAGE DIE | SPECIAL |
| LONGSWORD (1H) | D12 | On a 1: ignore Damage Reduction |
| LONDSWORD (2H) | 2D8 | On two 1's: ignore Damage Reduction |
| DAGGER | D6 | On a 1: ignore Damage Reduction |
| MACE | 2D4 | On a 1: permanently reduce Damage Reduction by 1 |
| AXE | D8 | On a 1: shatter shield, or reduce Damage Reduction by 1 |
| CROSSBOW | D10 | On a 1 or 2: ignore Damage Reduction |
| | | |

| | ARMOUR | 25 6724 89 248 |
|-----------|---------------------|-----------------------|
| NAME | EFFECT | |
| CHAINMAIL | 5 Damage Reduction | |
| SHIELD | +2 Damage Reduction | |
| | | |
| | | |





® FAITH POINTS ®

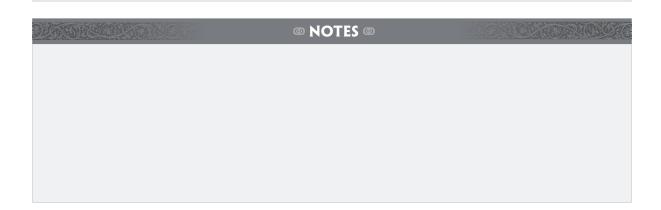
| © CONDITIONS © | | | |
|----------------|---|---|--|
| | STUNNED | Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns. | |
| | BLEEDING Start of turn: take 2 irreducible damage. Healing Test (difficulty 12) to uncheck. | | |
| | BROKEN LIMB | It takes 2 actions to move zones. Healing Test (difficulty 12) to uncheck. | |
| | DYING | Start of turn: you die. Healing Test (difficulty = maximum health) to uncheck. | |

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CHAINMAIL ARMOUR SHIELD LONGSWORD DAGGER MACE AXE CROSSBOW

CROSSBOW 10 BOLTS

® SPECIAL ABILITIES ®



NAME AMMAR, THE LION OF OUTREMER NATIONALITY SYRIAN ADVANCEMENT POINTS

| ATTRIBUT | ES @ |
|-----------|------|
| MIGHT | +2 |
| VITALITY | +4 |
| QUICKNESS | +4 |
| INTELLECT | +0 |
| COURAGE | +1 |
| FAITH | +1 |

| | N 200 |
|-----------|-------|
| SKILLS © | |
| ATHLETICS | 3 |
| AWARENESS | 3 |
| BATTLE | 3 |
| CRAFT | 3 |
| COURTESY | 3 |
| EXPLORE | |
| HEALING | 3 |
| HISTORY | 3 |
| HUNTING | |
| INSPIRE | 3 |
| INSIGHT | 3 |
| PERSUADE | |
| RELIGION | |
| STEALTH | 3 |
| TRAVEL | |

| | COMBAT ® |
|------------------|---------------|
| MELEE ATTACK | +6 |
| melee damage | DAMAGE DIE +6 |
| ranged attack | +4 |
| ranged damage | DAMAGE DIE +4 |
| DEFENCE | 15 |
| DAMAGE REDUCTION | 7 |

| DEGINE (S) KO | ® WEAPONS ® | |
|----------------|---------------|--|
| NAME | DAMAGE DIE | SPECIAL |
| LONGSWORD (1H) | D12 | On a 1: ignore Damage Reduction |
| LONDSWORD (2H) | 2D8 | On two 1's: ignore Damage Reduction |
| DAGGER | D6 | On a 1: ignore Damage Reduction |
| MACE | 2D4 | On a 1: permanently reduce Damage Reduction by 1 |
| AXE | D8 | On a 1: shatter shield, or reduce Damage Reduction by 1 |
| CROSSBOW | D10 | On a 1 or 2: ignore Damage Reduction |
| | | |

| | ARMOUR | 25 6724 89 248 |
|-----------|---------------------|-----------------------|
| NAME | EFFECT | |
| CHAINMAIL | 5 Damage Reduction | |
| SHIELD | +2 Damage Reduction | |
| | | |
| | | |





| | © CONDITIONS © | |
|-------------|---|-------------------|
| STUNNED | Start of turn: lose an action, then uncheck this condition. If checked twice, fall unconscious for 2d6 turns. | |
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EQUIPMENT

CHAINMAIL ARMOUR
SHIELD
LONGSWORD
DAGGER
MACE
AXE
CROSSBOW
10 BOLTS

© SPECIAL ABILITIES ©

