

# ATTACTIX RPG — HERO TRACKER

**NAME** \_\_\_\_\_ **CLASS** \_\_\_\_\_ **LEVEL** \_\_\_\_\_

**LIFE** current \_\_\_\_\_ max \_\_\_\_\_ (max = 15 + 5 × level) **SCARS (max life lost)** \_\_\_\_\_

**XP** \_\_\_\_\_ Level up at 10 × level: +5 max life, heal 5, learn next card. **GOLD** \_\_\_\_\_

## CARDS KNOWN (in your class's learn order)

|                                |                                |
|--------------------------------|--------------------------------|
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

**WEAPON** \_\_\_\_\_

## ITEMS (3 spots)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

## FALLS & SCARS

Card lost to a fall — buy it back at level-up for 3 of the +5 max life, or stay a card down:

\_\_\_\_\_

\_\_\_\_\_

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