

Character Name				Player Name				Tokens of Heroism		
Character Race	Size	Age		Height	Weight	Group		Available	Total	

Combat			
Hearts			
Athletics			
Civilization			
Fortitude			
Intimidate			
Mechanics			
Smithing			

Willpower			
Magic			
Arcana			
Perception			
Influence			
Perform			
Discipline			
Enchanting			

Accuracy			
Stamina			
Nature			
Agility			
Command			
Insight			
Guile			
Cooking			

<u> </u> Current	/	<u> </u> Maximum	&	<u> </u> Temporary
<u> </u> Current	/	<u> </u> Maximum	&	<u> </u> Temporary
<u> </u> Current	/	<u> </u> Maximum	&	<u> </u> Temporary

Defense	Concentration	Evasion	Vitality
Movement Types			
Speed	V. Jump	H. Jump	
Lift			
Weaknesses			
Immunities			
Resistances			
Status Effects			

☐	_____	Cost _____
	Use Req _____	
	Effect _____	
☐	_____	Cost _____
	Use Req _____	
	Effect _____	
☐	_____	Cost _____
	Use Req _____	
	Effect _____	

Name				Material			
ACC	_____	ATK	_____	DUR	_____ / _____	Rank	_____
Style	Enchant						

Name				Material			
ACC	_____	ATK	_____	DUR	_____ / _____	Rank	_____
Style	Enchant						

Name				Material			
ACC	_____	ATK	_____	DUR	_____ / _____	Rank	_____
Style	Enchant						

Name				Material			
ACC	_____	ATK	_____	DUR	_____ / _____	Rank	_____
Style	Enchant						

HEAD	Name _____	Weight _____	Rank _____
	Defense _____	Enchant _____	
BODY	Name _____	Weight _____	Rank _____
	Defense _____	Enchant _____	
LEGS	Name _____	Weight _____	Rank _____
	Defense _____	Enchant _____	

Name _____	Range _____
To-Hit _____	Damage _____
Effect _____	
Name _____	Range _____
To-Hit _____	Damage _____
Effect _____	
Name _____	Range _____
To-Hit _____	Damage _____
Effect _____	

THE LEGEND OF ZELDA: RECLAIM THE WILD HERO RECORD SHEET

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MATERIALS

	0	1	2	3	4	5
Ancient						
Cloth						
Metal						
Monster Parts						
Stone						
Wood						
	0	1	2	3	4	5
Amber						
Diamond						
Emerald						
Luminous Stone						
Onyx						
Opal						
Ruby						
Sapphire						
Topaz						

Rupees _____
Other Wealth _____

CRITTERS & FOOD INGREDIENTS

[illegible]

KEY ITEMS

[illegible]