

<u>NAME</u>		<u>LEVEL</u>
<u>CONCEPT</u>	<u>BACKGROUND</u>	
<u>LINEAGE</u>	<u>CAMPAIGN</u>	
GENDER	AGE	PLAYER

DEFENSES

DODGE	ARMOR	REFLEX	FORTITUDE	WILL

Figure 1 consists of two side-by-side bar charts. The left chart is titled 'VITALITY' and the right chart is titled 'WOUNDS'. Both charts have a vertical axis with 'MAX' at the bottom and 'CURRENT' at the top. In the 'VITALITY' chart, the bar for 'CURRENT' reaches the 'MAX' level. In the 'WOUNDS' chart, the bar for 'CURRENT' also reaches the 'MAX' level.

PERSUASION	PRESENCE	STATUS

ATTACKS	BONUS	DAMAGE	TRAITS

ENGAGE	DISENGAGE	AID	SNEAK	DEFEND
SEARCH	DELAY	TAKE COVER	SECOND WIND	
ATTACK	CAST SPELL	PARLEY	OBSERVE	AIM

FEATURES

EXPERIENCE

NEXT LEVEL