

+1 +2 +3 🛟 💠

OFFENSE O O O O

DEFENSE O O O

HEALTH O O O O

DO

GUNS

SP

**DODGE/DMG:** 

ARMOR/CRIT:

**SPECIAL:** 

R

0 0 0 0

S

|                          | NAME:              |                 | LEVEL |
|--------------------------|--------------------|-----------------|-------|
| TER<br>EET               | BACKGROUND:        |                 |       |
|                          | ANCESTRY:          |                 |       |
|                          | RUMORS & BACKSTORY |                 |       |
|                          |                    |                 |       |
|                          |                    |                 |       |
| <b>♦</b>                 | +1 +2 +3 🛟 💠       |                 | 3 🛟 💠 |
| O >                      | BLUFF O O O O      | ARCANA () ()    |       |
| $\bigcirc \rightarrow$   | CHARM O O O        | HISTORY (       |       |
| O >                      | INTIMIDATE O O O O | STREETWISE ()-( | 0 0 0 |
| <b>♦</b>                 | NEGOTIATE O O O O  | TECHNOLOGY (    | 0 0 0 |
|                          | SKILL NOTES        | WILDERNESS () ( | 000   |
|                          |                    |                 | 3 🛟 💠 |
|                          |                    | ACROBATICS (    |       |
|                          |                    | BRAWN () ()     | 0 0 0 |
|                          |                    | FINESSE () (    | 0 0 0 |
|                          |                    | MECHANICS ()    | 000   |
| <b>●</b> AR <b>●</b> STA |                    | MEDICINE ()     | 000   |
|                          | 3                  | PERCEPTION ()   | 000   |
| ON HA                    | AND                | PERFORM () (    | 0-0-0 |
|                          | N.W. nonon/nuc     | RIDE (          | 000   |
|                          | DODGE/DMG:         | STEALTH ()      | 000   |
|                          | ARMOR/CRIT:        | volition (      | 0-0-0 |
|                          | special:           | 00              | 000   |
|                          |                    | 000             | 0-0-0 |
|                          |                    | SKILL POINTS    | /     |

| GEAR & TREAS  | SURE LOAD              | LANGUAGES                   |
|---------------|------------------------|-----------------------------|
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        | ANCESTRY TRAITS & ABILITIES |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
| MAX LOAD: 10+ | TOTAL LOAD:            |                             |
| MONEY:        | ▼1000 COINS ▶ 1 LOAD △ | ABILITIES & DEVELOPMENT     |
| <b>S</b>      | TOTAL:                 |                             |
| G             | G                      |                             |
| 12C ≽ 1S      | 12S ⊳ 1G               |                             |
| M I           | T                      |                             |
| Magic Items 8 | TECH                   |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |
|               |                        |                             |