

Character's
Name:

Player's
Name:

Ability Slots: 2 + Ability =

Hit Points: 3 + Toughness =



Equipment Slots: 2 + Equipment =

Armor Level: 3 + Dodge + Armor =



Chapters

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

Attributes

Ability:

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Dodge:

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Equipment:

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Toughness:

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Skills

Agility:

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Charisma:

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Luck:

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Magic:

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Resilience:

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Smarts:

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Strength:

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