Name Kin	Class Level	XP
Targets	Vitals	Inventory
Strength Instinct Courage Dexterity Intelligence Cunning	Hit Points Current Current	
Saving throw bonus die Melee Ranged Spell + enemy Defense. Damage = margin of success Damage = margin of success Damage = margin of success Damage = margin of success MD roll	Retainers Reaction Max Loy. Equipped	
Skills I II III IV 15 (12 9 5) Arcana Burglary Legerdemain Lore Survival Language (native)	Trinkets	Speed Dungeon 120ft
		Combat 40ft
Talents Name Recharge on Used?		Dungeon 90ft Combat 30ft
		Dungeon 60ft Combat 20ft
Armor and weapons proficiencies		Dungeon 30ft Combat 10ft