



Name	Kin	Class	Level	XP	Origin
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Ability targets

	Target	Save
Strength		
Dexterity		
Intelligence		
Instinct		
Courage		
Cunning		

Skills

[illegible]

Talents

[illegible]

Vitals

Hit Points		HD	MD
		Current	Current
		Type	Max

Targets

Melee	Ranged	Magic	Surprise

Bonuses

Damage	Defense	Retainers	Reaction:
		Max	Loy.

Unencumbering items

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Equipped

[illegible]

Inventory

Packed

[illegible]