Name Kin	Class Level	XP
Targets	Vitals	Inventory
Strength Instinct Courage Dexterity Intelligence Cunning	Hit Points HD MD Current Current Dodge Parry Defense + = = =	
Saving throw bonus die	Retainers Reaction Max Loy.	
Damage = Damage = Damage in of success in margin of success in margin of success in the data of the da	Equipped	
Targets per rank Skills I. Apprentice, II: Journeyman, III: Expert, IV: Master	Trinkets	Speed
Arcana Burglary Legerdemain Lore		Dungeon 120ft
Survival Language (native)		Combat 40ft
Talents		Dungeon 90ft Combat
Name Recharge on Used?		Dungeon 60ft
		Combat 20ft
		Dungeon 30ft Combat 10ft