

Name	Kin	Class	Level	XP
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Targets

Strength













Dexterity

Instinct

Intelligence

Courage

Cunning

Ability	Save
	
	
	
	
	
	

Vitals

Hit Points		HD	MD
		Current	Current
		Type	Max
Current	Max		

Damage	Dodge	Parry	Defense
		+	=

Retainers	Reaction
	Max Loy.

Inventory

[illegible]

Combat

Melee	Ranged	Spells
		

Skills

I: Apprentice, II: Expert, III: Journeyman, IV: Master

Arcana

Burglary

Legerdemain

Lore

Survival

[illegible]

Talents

[illegible]

Equipped

[illegible]

Speed

120ft

90ft

60ft

30ft