

	Loa	ıd-	Fight 0	Gear (F)		Fight (+ Back	3)				
	ou	ts:		kg				kg		kg	
	F/B/.	Encu	ımbrance	Max Carri	ed	Weight	Move	(m/s)	Dodge		
		0, None		≤ kg		0.5 ×Lift		ВМ		[Speed] + 3	
I		1, Li	ight	≤	kg	1 × Lift		BM × 0.8		[Speed] + 2	
I		2, Medium 3, Heavy		≤	kg	1.5 × Lift		BM × 0.6		[Speed] + 1	
I				≤	kg	3 × Lift		BM × 0.4		[Speed] + 0	
		4 , E	xtra Heavy	≤	kg	5 × Lift		BM × 0.2		[Speed] - 1	

Notes:

Carried Possessions	Weight (kg)

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*: Parry is [Weapon skill / 2] + 3 (and -1 for knives, +1 for staffs)										

Ranged Weapons	Damage	Acc.	Range	Weight

Armor		Locat	ion(s)	DR	Weight
Shield:	DB:	Block*:	HP:	Weig	ght:

*: Block is [Shield skill / 2] + 3 + DB

Additional Skills /								Ąţ	D:	_	CI		Additio	Additional Possessions Location			Location	Weight (kg)	
Spells		Class	Ca	Time to	Duration	FP to Cast	FP to Maintain	Attribute	Difficulty Attribute	Level *	CP Used	П							
*: Add your Magery or Power Investiture level to spell Levels		SS	st	ਰ	tion	2± G	tain o	Ф	~		<u> </u>	Н							
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Pets ST	DX	IQ	Ηſ	Per	Lift Mo	ve Attack	Damage	SM Do	odge [OR HE	La	ang	juages	Spoken	Written	CP Used	Cultu	ıral Familiarities	CP Used
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