

Name	Player	
Race	XP	
Birthsign	Elite Adv.	

CHARACTERISTICS

	Str	End	Ag	Int	Wp	Prc	Prs	Lck
Total								
Favored?								
C **	С Т	. (T D)	.	r d n	(05	TD)	

	6		Total								
			Favored?								
——————————————————————————————————————					Success Range (<= LB) Crit Fail Range (>= 95+LB)						
	•		Crit	Success r	(ange (<=	LB)	Cnt	ran Kang	e (>= 95+	LD)	
		ATTRIBUTES				SKILLS	S & SPECI	ALIZATION	IS	Rank	(Modifier)
	Health		ement Rating								
Wound Th	reshold		Carry Rating								
9	Stamina		tiative Rating								
Magic	ka Poo		Action Points								
	Size	e D	amage Bonus								
		Max	. Luck Points								
		PHYSICAL STAT	E							-	
T	rauma	M	agicka	_							
F	atigue	Action		_							
		Luck	Points	_							
Conditions											
Wounds											
		A RMOR									
	AR	Armor Type	Temporary	Effects							
Head (0)					_						
Body (5-7)					_						
L. Arm (3-4)											
R. Arm (1-2) L. Leg (8)											
R. Leg (9)											
Shield											
Omera		T									
		TRAITS									
										-	

COMBAT STYLES / Specializations Rank (Modifier)			Trained Equipment (Weapon/Shield Types)				
		-					
TALENTS	Effec	ets / Notes	1TEMS & EQUIPMENT (Weapons on next page)	ENC			
			_				
	Notes						
			_				
			TableNC (1 f 10 to 10 PMC)				
			Total ENC (+1 for every 10 items with 0 ENC) Drakes				

Melee Weapons	Damage	Pen	Size	Reach	Qualiti	es	ENC
Ranged Weapons	Damage	Pen	IS	Range	Rld	Qualities	ENC
Known Magic	Cost / Diffic	culty				Effects / Notes	