HARACTER NAME		LEVEL ROLE					CLA	CLASS		
STR FTD	AGI		>	(/(HP	MAX HP	(EHF)/(MAX EHP		
WIS WIL	CHA KNW		>			SP	/ MAX SP)		
TRAITS							i			
QUIRKS		STO	RIES (GROUND					STORY BONUS:		
IDEAL	PRESTIGE:							(□wis^)	<u> </u>	
		ORIG	iN							
GOAL										
FLAW										
EQUIPMENT		RANG	ACKS HIT GE ATTR.	,		DAMAGE (+ TYPE)		SPECIAL		
	mC									
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				$\left\{ \right\}$						

RIFTBOUND

CHARACTER NAME	ABILITIES

RIFTBOUND