Character Name						Player Name							Movement			nt	1		eet 4.0	
Race		Age	Age Height		Weight			Eyes			Hair		Siz	е	Distinguishing M		arks			
Experience Poin					Level:															
Strenght		Fate Points (20-lv)/5 Attuali / Max				Hit Point Actual / M							Saving	Throw	ows Total ST		Feat's Point	Charact tics	eris Magica I Bonus	Other
Dexterity	Dexterity		1		Ī	/			,				ortitude (Con) Reflex (Dex)							
Constitution		1 1 1				Dea	ıth -(10+	COS	S*2)				Will (Wis)						
Intelligence		Defense Tot		otal	l	Ba:		De	Dexterity		Α	Armor Shield Other		er	Penality M		gic Compe eck tence	Mov.		
Wisdom		Altro:												A		Arn	nor			
Charisma		Aitio.															Shi	Penalty	Roll	to Hit
Trait	6	Value				۸dv	anc	om	ont	t				Datror	2			No	nte.	
ITali	Traits			Value A					Advancement					Patron				INC	ne	
					_															
Prof.:				\ /-I		#		\			4-1				Feat			Savir	ng Throw	Charac.
Compe	etency	Car	act.	Val	ue	Ass e		var	ius	То	tai									
Awar	ness	W	/ill			1/3	3lv													
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Weapon Prof	iciency (WP)											Ì								
Magic Proficiency (MP)																				
Weapon List:																				
Weapon List:																				
Weapon List: Weapon List:									\dashv		Epat a	at I vr. 1	1 2 '	3 1 5 1	6 7 0	10 12 1	3, 15, 16, 1	8 20		
Initiative: 3d6 + I												Ĺ	1 cat a	λι Lv. <u>1</u> ,	, 1, 2, ,	J, T , J, (0, 1, 3,	10, 12, 1	5, 15, 16, 1	.0, 20
To			o F	Hit Bonus							Damage Bonu						Reach	EDV		
Weapon					_	_			041		т.	_		$\overline{}$		1	_		Reach	EDX
weapo	on	WP	Cl	harac	t.	M	lagi	С	Oti	ner	То	t.	Charact.	Ma	agic	Other	Tot.	Damage	reacii	
weapo	on	WP	Cl	harac	t.	M	lagi	С	Otr	ner	10	i.	Charact.	Ma	agic	Other	Tot.	Damage	reacii	
weapo	on	WP	Cł	harac	t.	M	lagi	С	Otr	ner	10)L.	Charact.	Ma	agic	Other	Tot.	Damage	reacii	
weapo	on	WP	Cl	harac	t.	M	lagi	С	Otr	ner	10)L.	Charact.	Ma	agic_	Other	Tot.	Damage	Redon	

Equipment												
Equipn	Bulk			Equipme	nt	Bulk	Platinum Co	ins				
								Gold Coins				
								Silver Coins				
								Copper Coir	าร			
								Gems				
										CdC	C	
Patron				_	Symb							
Magic Proficiency (MP				_		ee/Follower						
Charact. Modifier	Value					estation						
Roll to Hit	3d6+MP+Charact	. Mod + F	eat			red Energy						
Saving Throw	10 + MP + Chara	acter Mod	+			ged Spell						
	1 x Magic Adep		t 	1	Magic	Point	Tota	al Actu	ıal	Cost		
Magic Check	3d6 + 1d6 eve -1 dice every 2 N	ery 2 MP 1agic Ade	pt							Spe Leve	 -	
	> 10 +2*Spe	ll Level								LCVC	,ı	
Cralle (lucavu MD	10 - NA A - 1 +)	1	_		Cool	la (lusavu MD	1/0 + M = d	. ^ - +>	1	_		
Spells (know. MP	/2+Mod. + Adept)	Learr	n Pag	Р	Spei	ls (know: MP	72+W00	+ Auept)	Learn	Pag	Р	
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Languages	Т	rait's po	owers									