Character Name					Player Name							Movement						OBSS 100		Sheet V4.0	
Race		Age	Age Height		Weight				Eyes			Hair			Size		Distinguishing M		Marks		
Experience Points:						Level:															
Strenght		Fate Point (20-lv)/5 Attuali / M		5			Hit Poin Actual / M						Savin	ving Throws			Feat's Chara Point tic		eris Magi I Bon	ca us Other	
Dexterity		1			/			,				ortitude (Con) Reflex (Dex)									
Constitution		1			Death -(10+COS				S*2) HP		Will (Wis)										
Intelligence		Defense		-	Total		Base D		De	Dexterity A		Armor	mor Shield Other		Penality		lity Ma	gic Comp	e Mov.		
Wisdom		Altro:													Arı		or				
Charisma																Penalty Roll Shield					ll to Hit
Traits Value Advancement Patro									ron				No	nto.							
ITAIIS		Value /				Advancemen							Patron					INC	ne -		
																	-				
																	-				
																	1				
Prof.:		Car	root	Val	luo	# Ass		\/0!	inc	То	ıtal				Fea	at			Savir	ng Throw	Charac.
Competency		Cai	act.	va	iue	е	ď	vai	ius	10	ılaı										
Awarness		W	/ill			1/3	3lv														
												-									
Weapon Prof																					
Magic Proficiency (MP)																					
Weapon List:											-										
Weapon List: Weapon List:																					
Weapo													Feat	at Lv	: 1. 1. 2	2. 3. 4	. 5. 6	. 7. 9.	10. 12. 1	3, 15, 16	18. 20
Initiative: 3d6 + I										<u> </u>		J			, ,	, -,	, -, -	, , - ,	-, ,	-, -, -	-, -
Weapon		То			Hit Bonus							Damage Bonu				Weapon	Reach	EDX			
		WP	CI	harad	ct.	M	1agi	С	Otl	her	To	ot.	Chara	.ct.	Magio	Ot	her	Tot.	Damage	reaci	
														_		\perp					+-
														+		+					+-
														+		+					+-

Equipment													
Equipn	Bulk		•	Equipme	nt	Bulk	Platin	um Coi	ns				
							Gold	Coins					
									Coins				
									er Coins	2			
								Gems		,			
								Genis	•				
											CdC		
Patron				_	Symb	ol							
Magic Proficiency (MP)	_	Devote	ee/Follower									
Charact. Modifier	Value	_	Manife	station									
Roll to Hit		Preferr	ed Energy										
Saving Throw	10 + MP + Chara 1 x Magic Adep		Privile	ged Spell									
		Magic	Point	Tota	al	Actua	al	Cost	_				
Magic Check 3d6 + 1d6 every 3 MP + Character mod 1 reroll dice every 2 Magic Adept											Spe	ell	
								Leve	əl				
								_					
Spells (know: MP	/2+Mod. + Adept)	Learn	Pag	Р	Spel	ls (know: M	P/2+Mod.	+ Adep	ot)	Learn	Pag	Р	
				Var	rius								
Languages Trait's powers													