Character Name						Player Name							Movement			nt	1		eet 4.0	
Race		Age	Age Height		Weight			Eyes			Hair		Siz	е	Disting	Distinguishing Ma				
Experience Poin					Level:															
Strenght		Fate Points (20-lv)/5 Attuali / Max			Hit P Actual						Saving	Saving Throws ST		otal I	Feat's Charact Point tics		eris Magica I Bonus	Other		
Dexterity	Dexterity		1		Ī	1			,				ortitude (Con) Reflex (Dex)							
Constitution		1 1 1				Dea	ıth -(10+	COS	S*2)	HP		Will (Wis)							
Intelligence		Defense To		otal	l	Ba:		De	Dexterity		Α	Armor Shield Other		er	Penality Ma		gic Compe eck tence	Mov.		
Wisdom		Altro:														<u> </u>	Armor			
Charisma													Roll	to Hit						
Trait											Patror	2			No	nte.				
ITali	Traits			Value A					Advancement					Paliu	ווע			INC	ne	
					_															
					_															
Prof.:				\ \ \ - \.		#		\			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, 5,	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	π.	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	ıs			
								Gems				
										CdC	2	
Patron				_	Symb							
Magic Proficiency (MP				_		ee/Follower						
Charact. Modifier	Value					estation						
Roll to Hit	3d6+MP+Charact.	Mod + Fe	eat			red Energy						
Saving Throw	10 + MP + Chara	cter Mod	+			ged Spell						
	1 x Magic Adep				Magic	Point	Tota	al Actu	al	Cost	=	
Magic Check	3d6 + 1d6 eve -1 dice every 2 M	agic Adep	ot							Spe Leve	اا اج	
	> 10 +2*Spel	l Level										
Sp	alle	Learn	Pag	Р		Spe	ılle		Learn	Pag	Р	
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Languages	T	rait's po	wers									
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