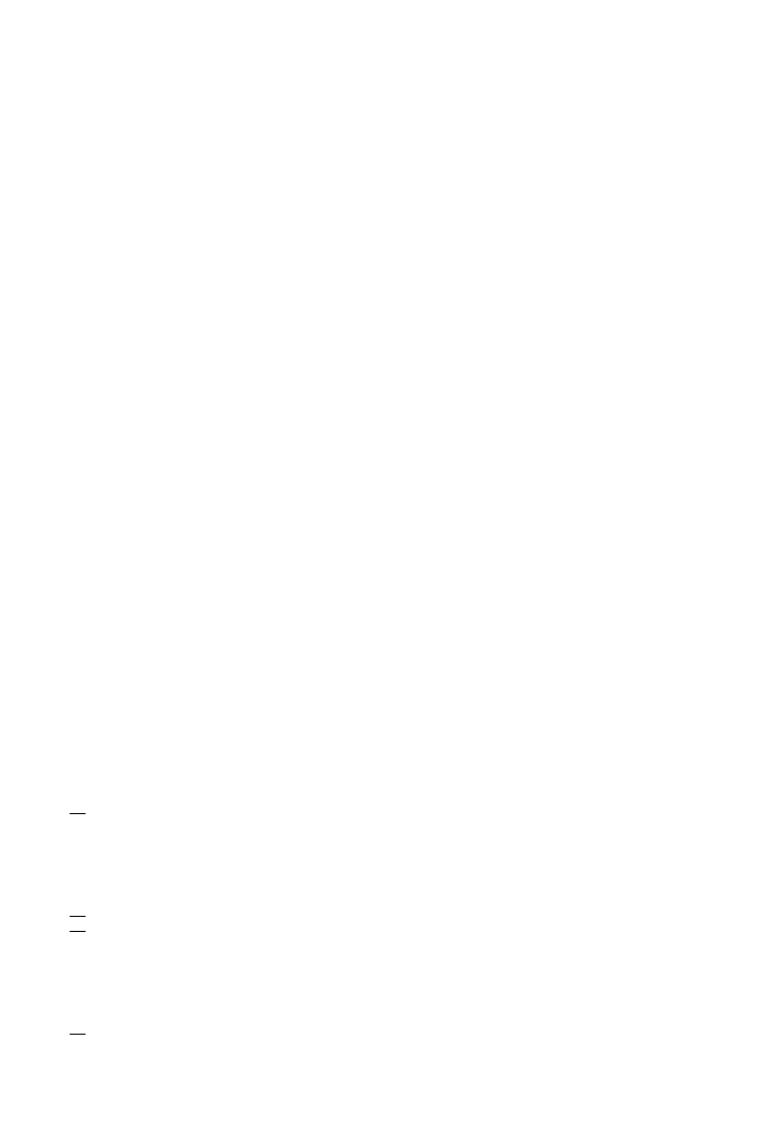
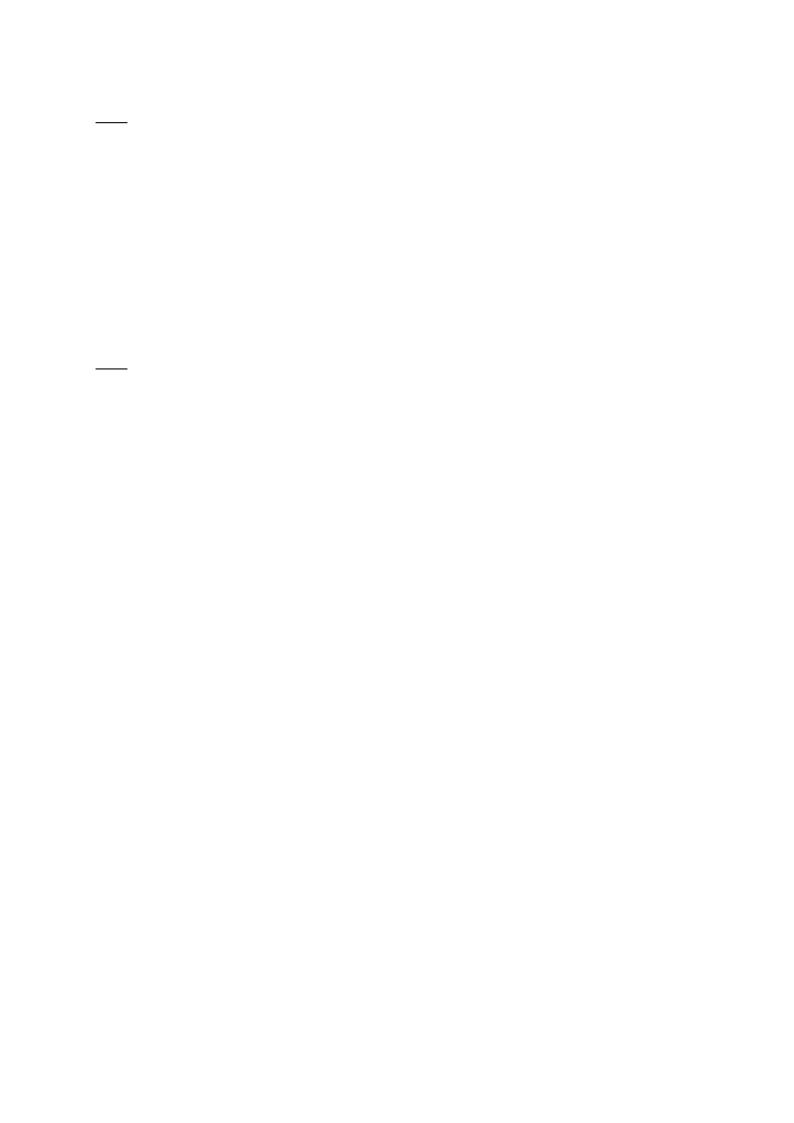


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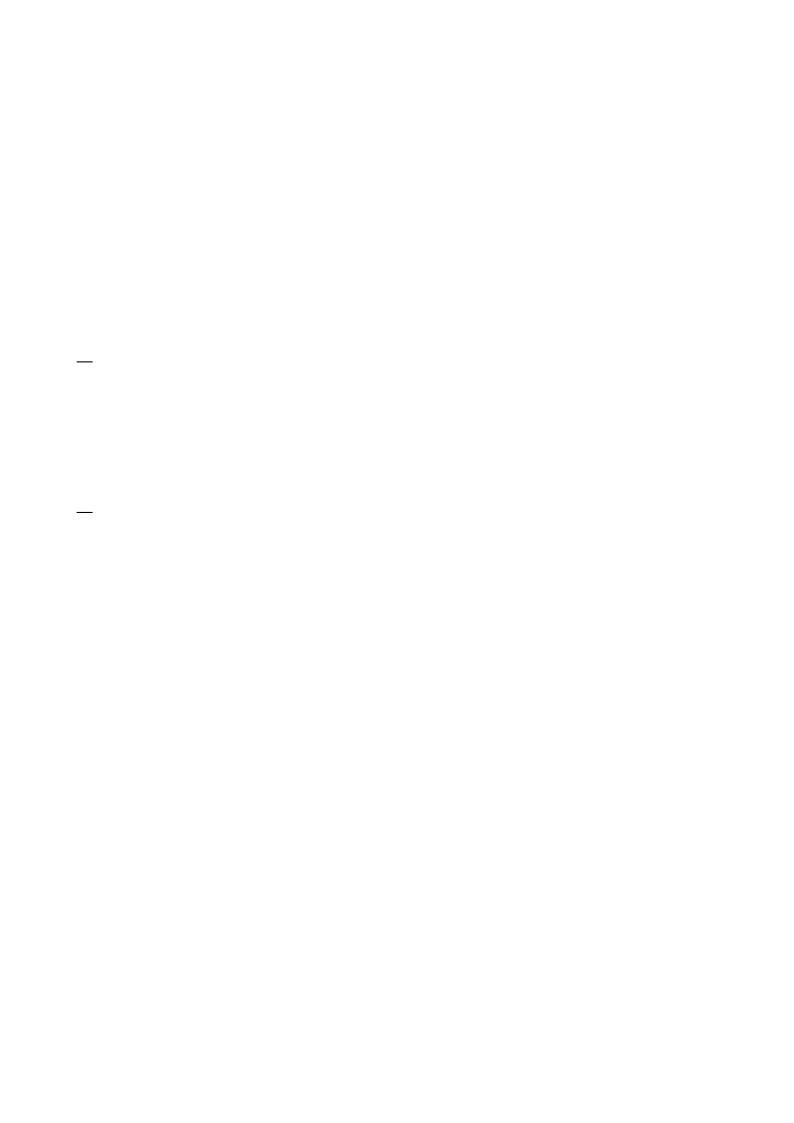




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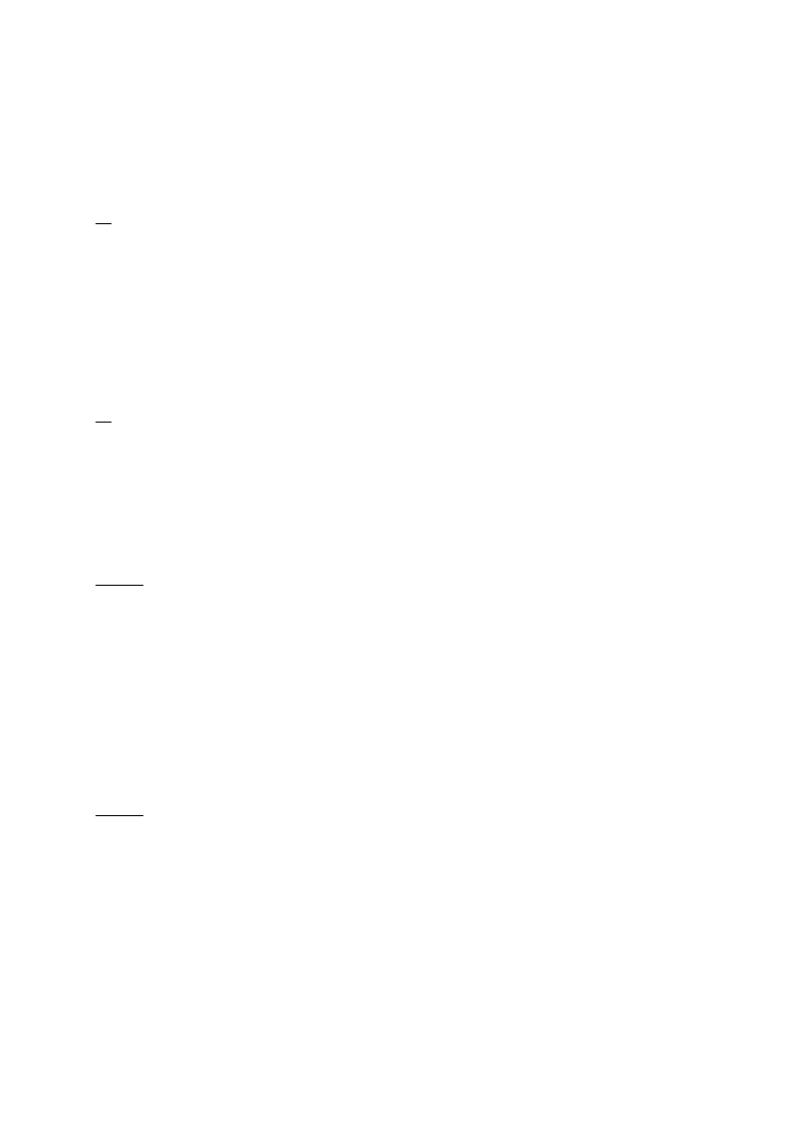










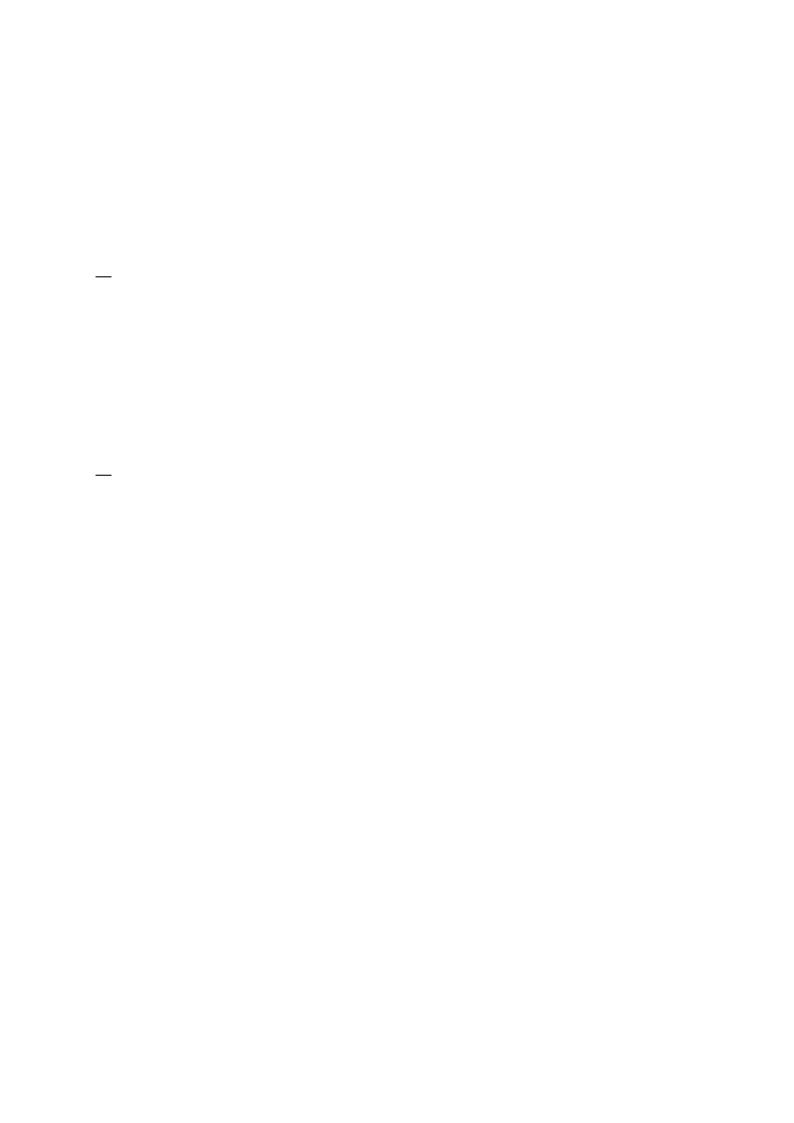




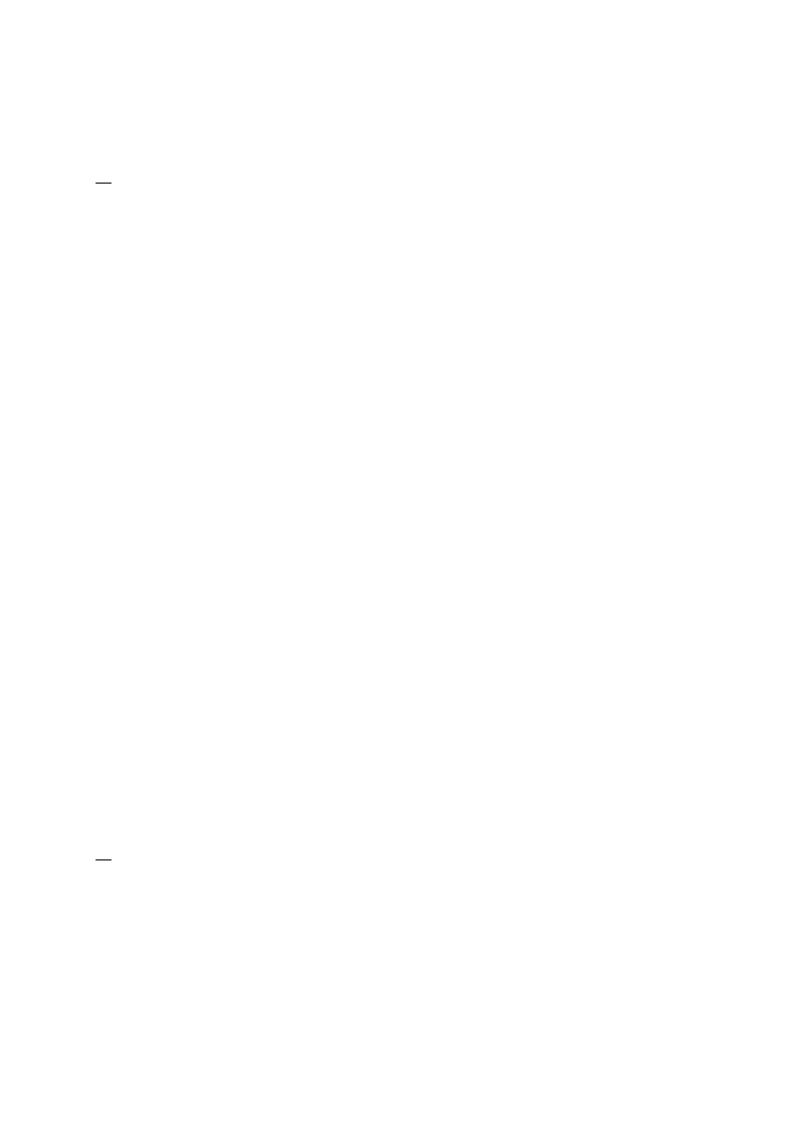


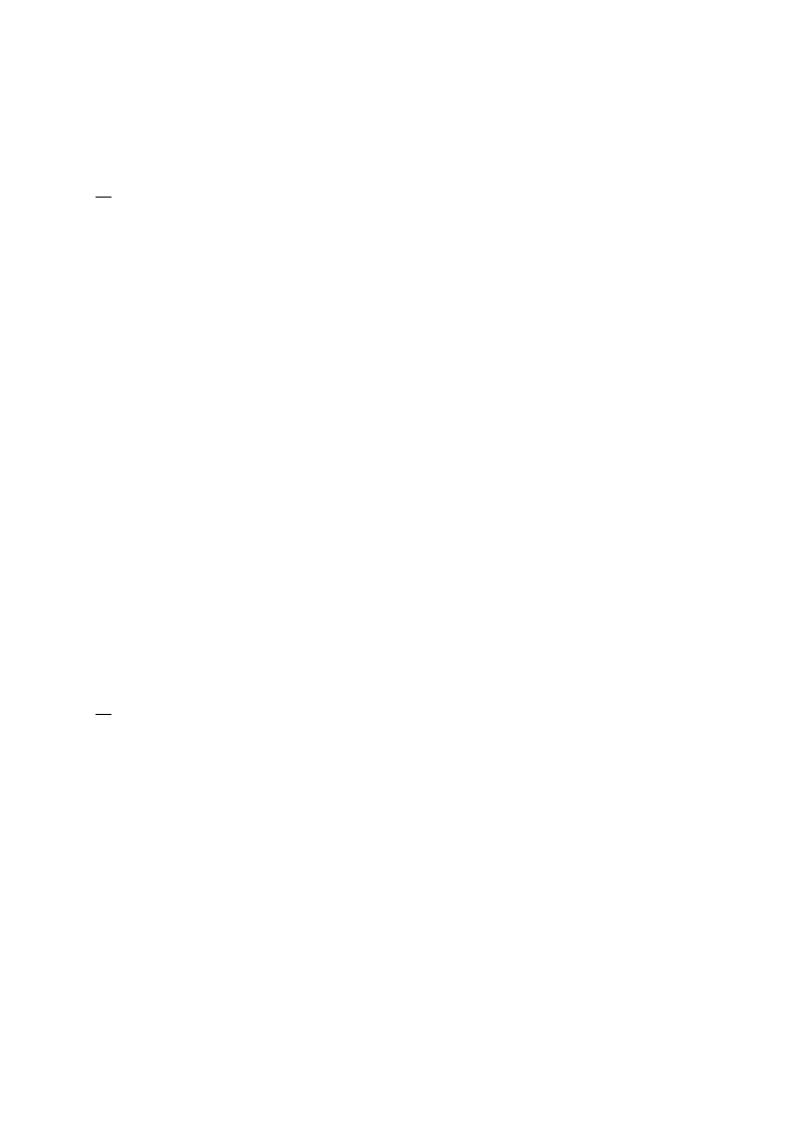




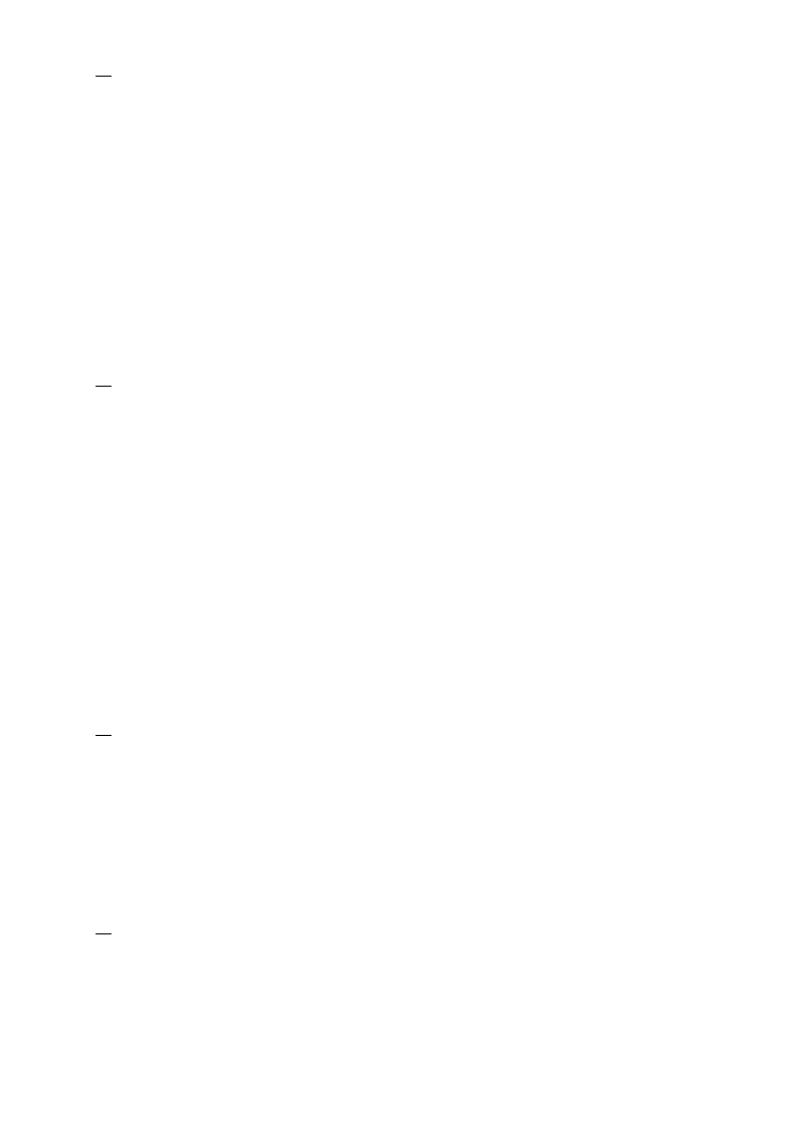


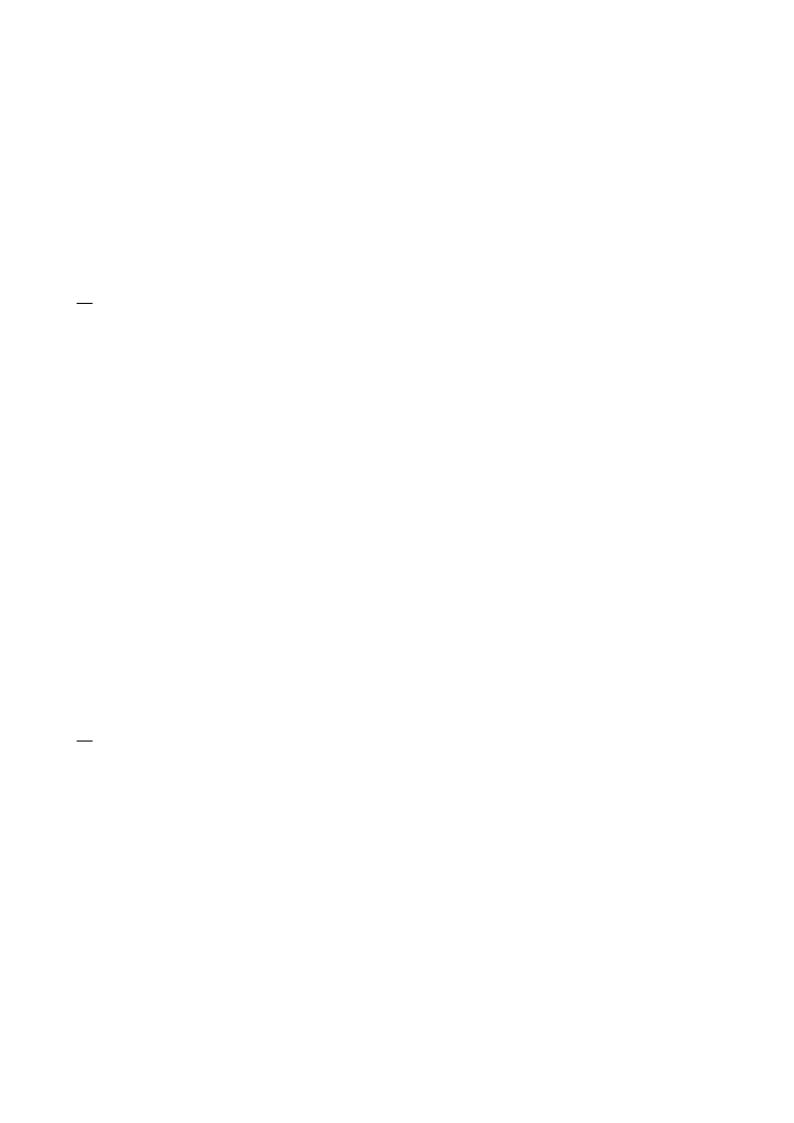






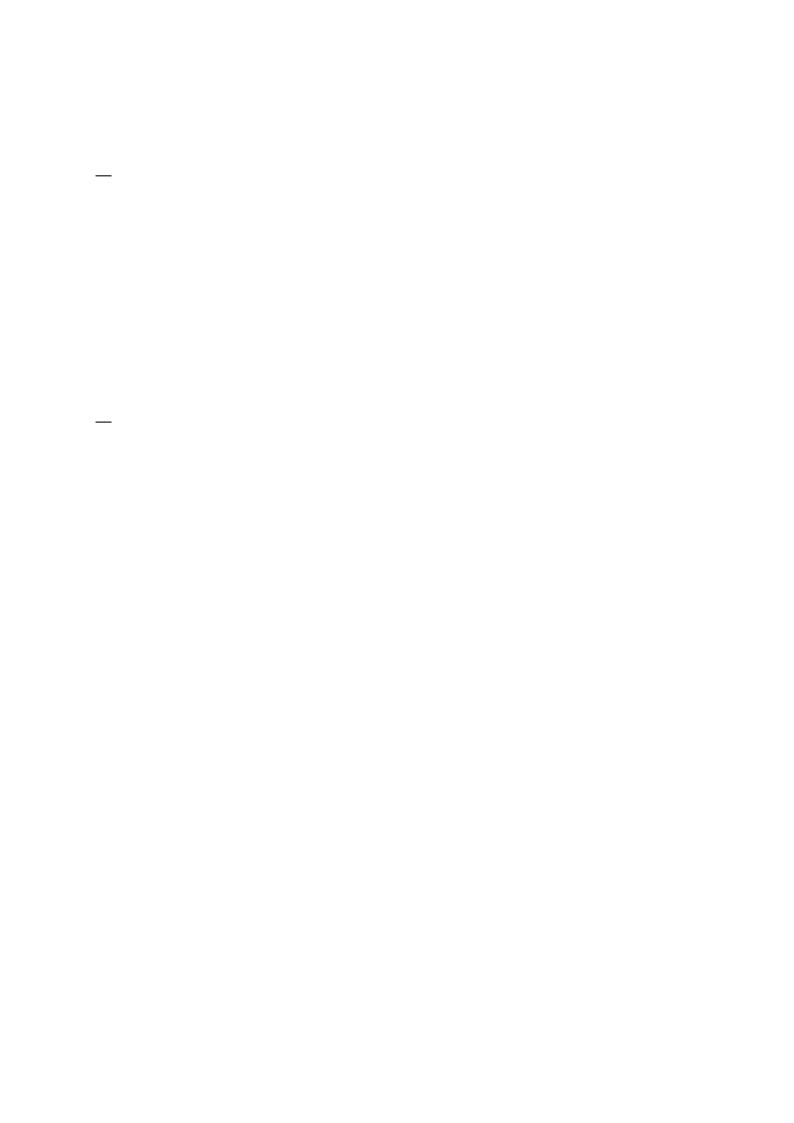
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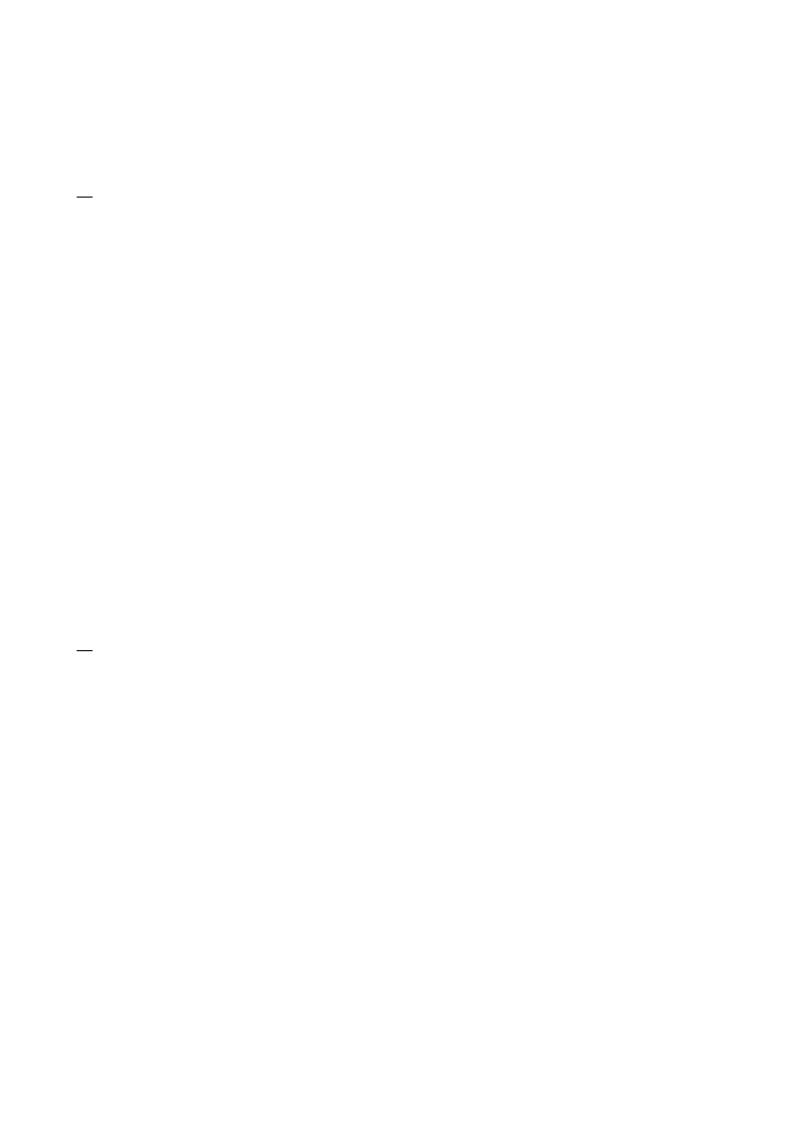


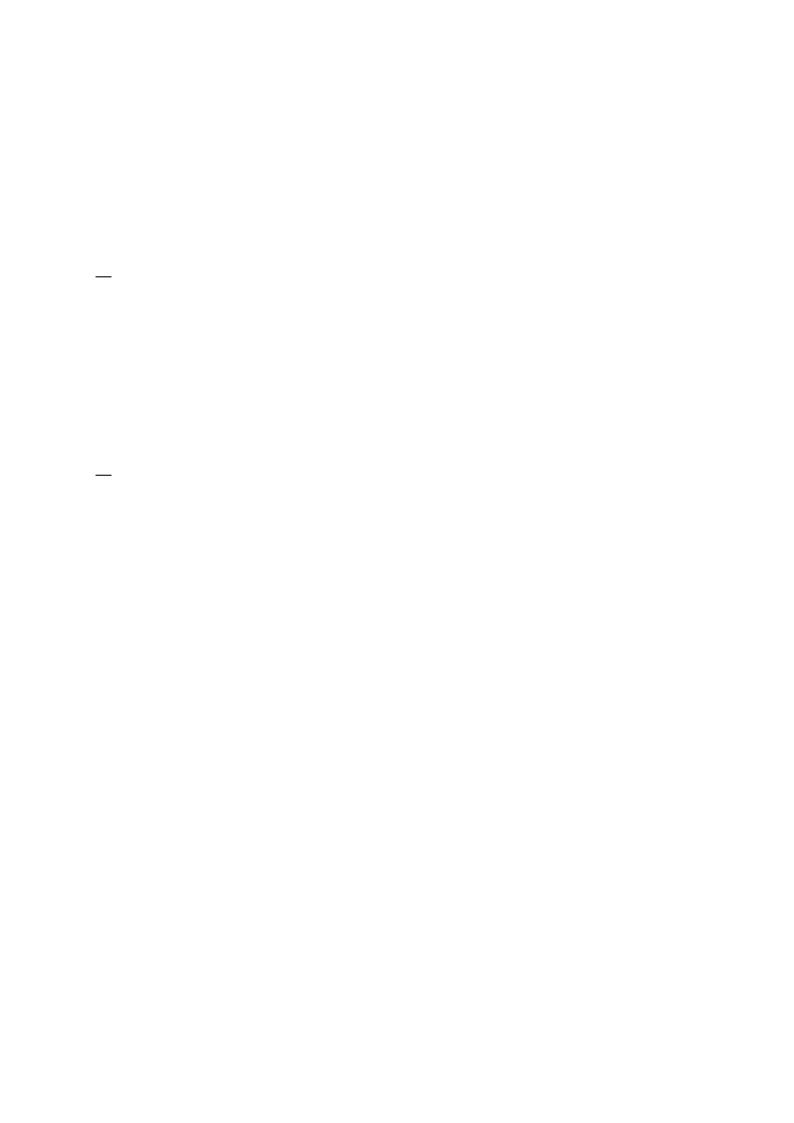


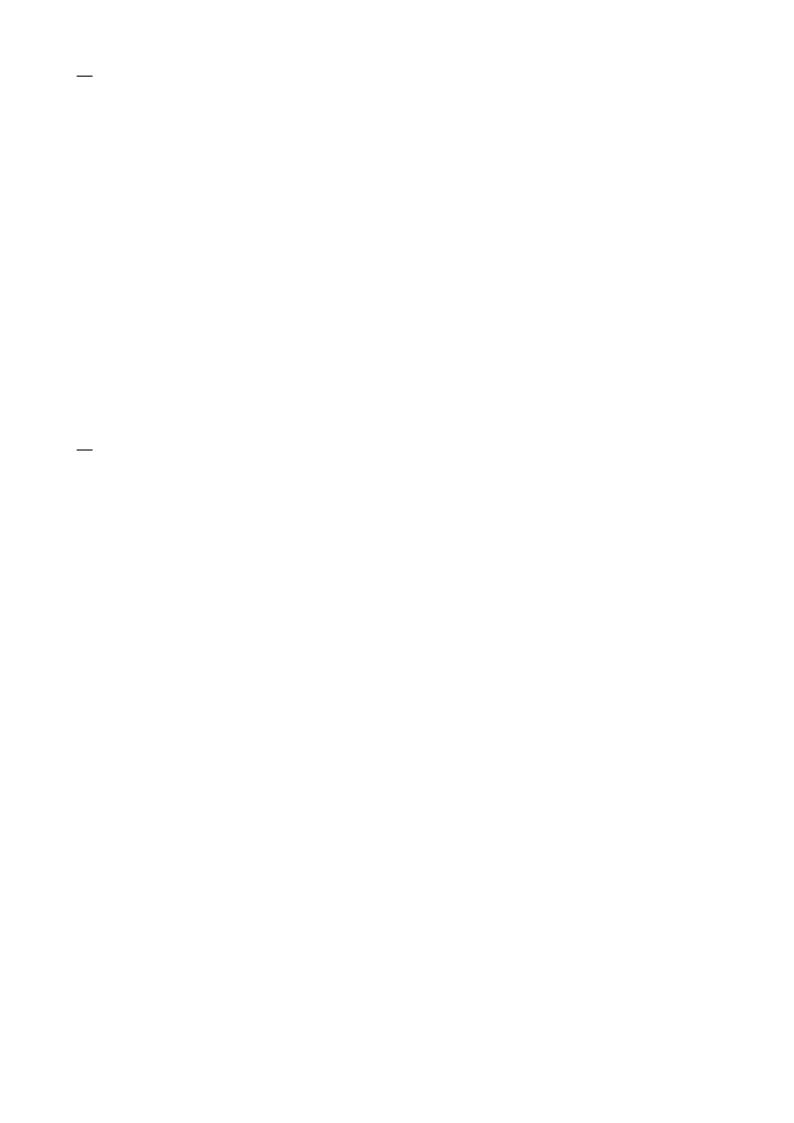






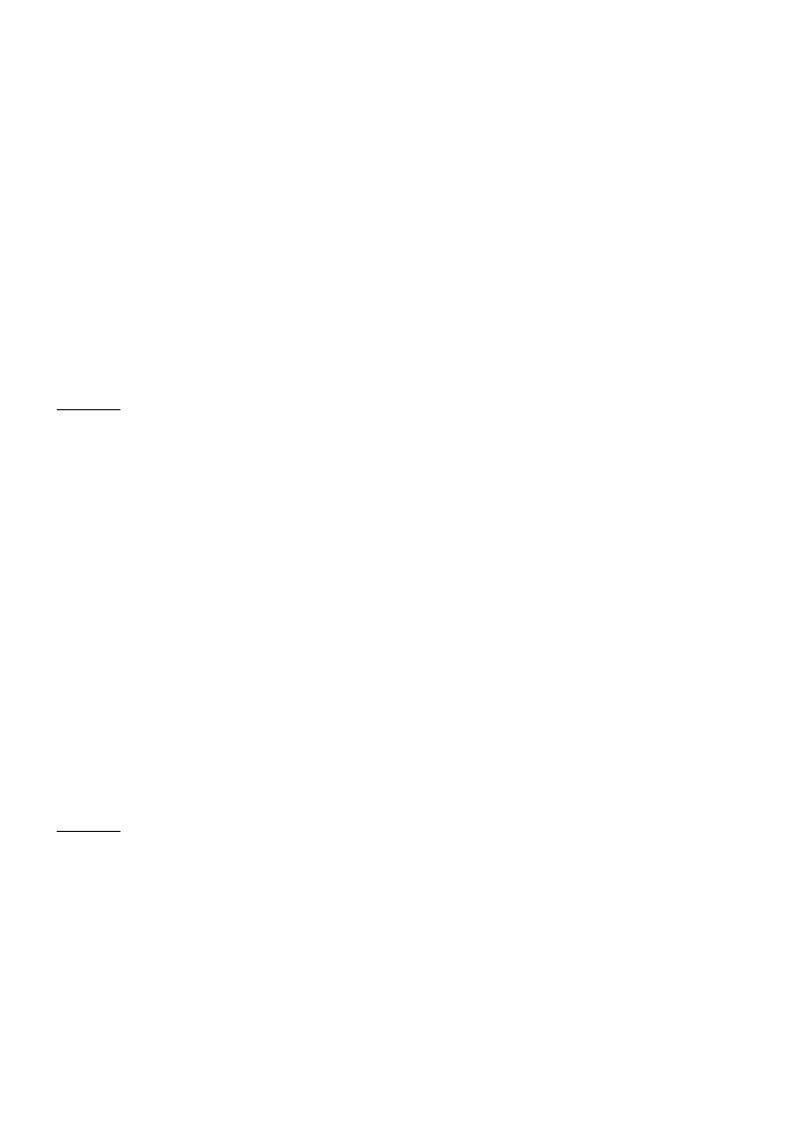




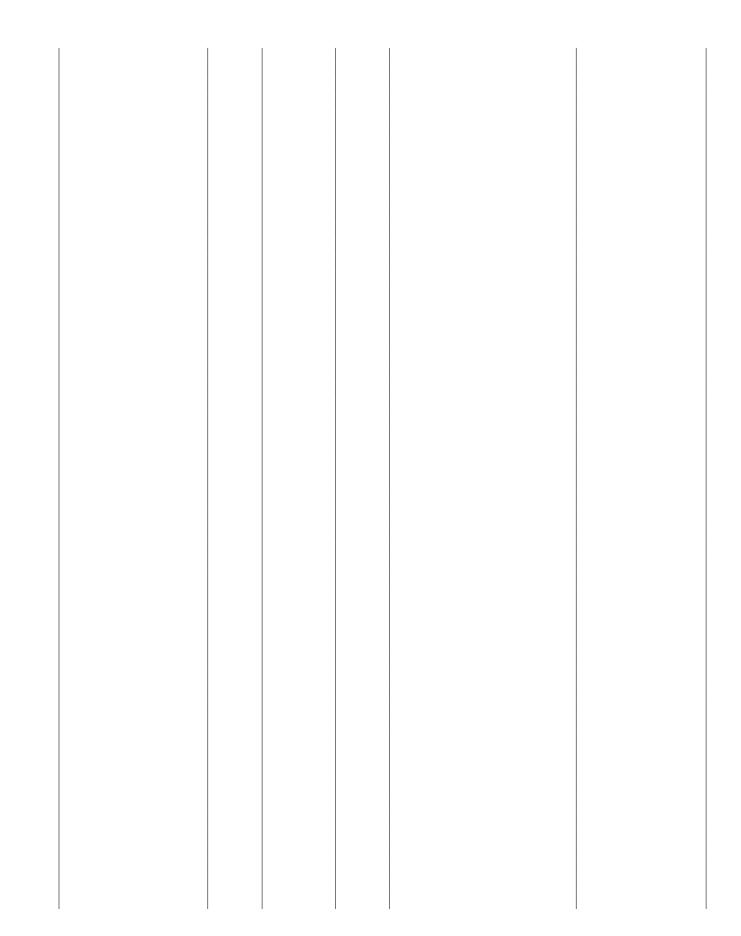


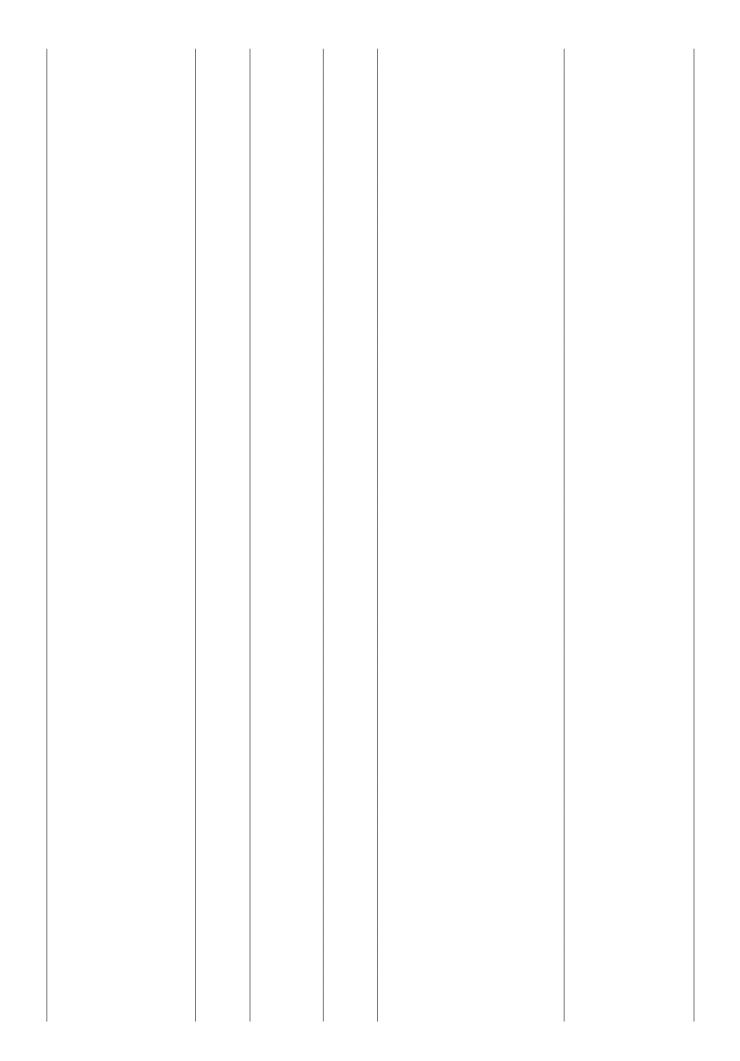


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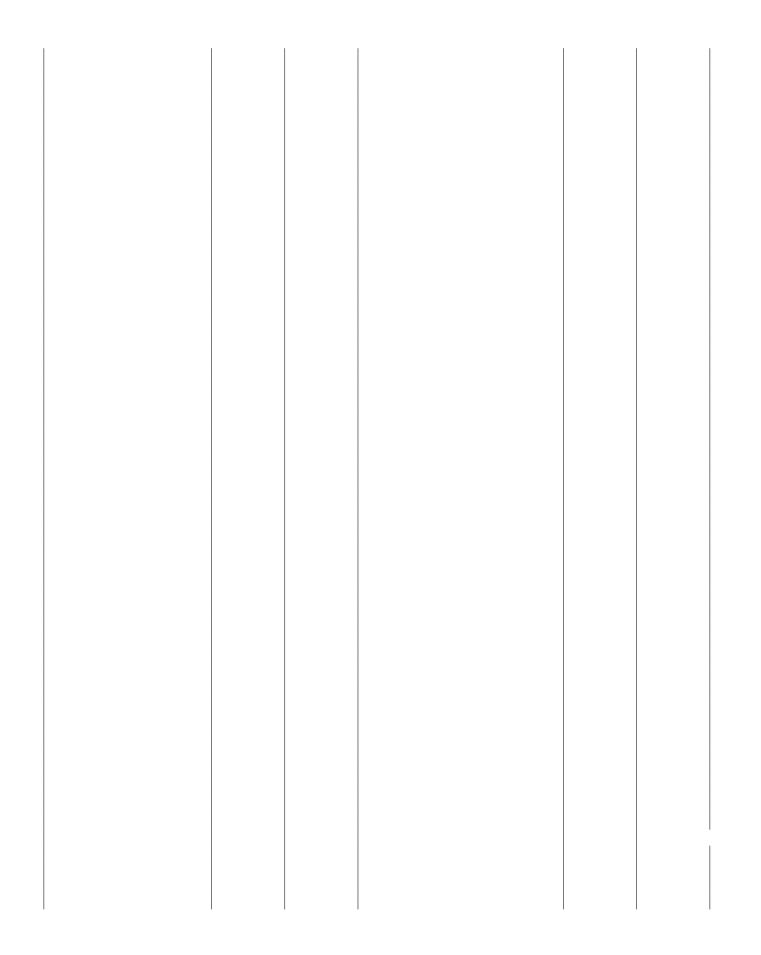


	
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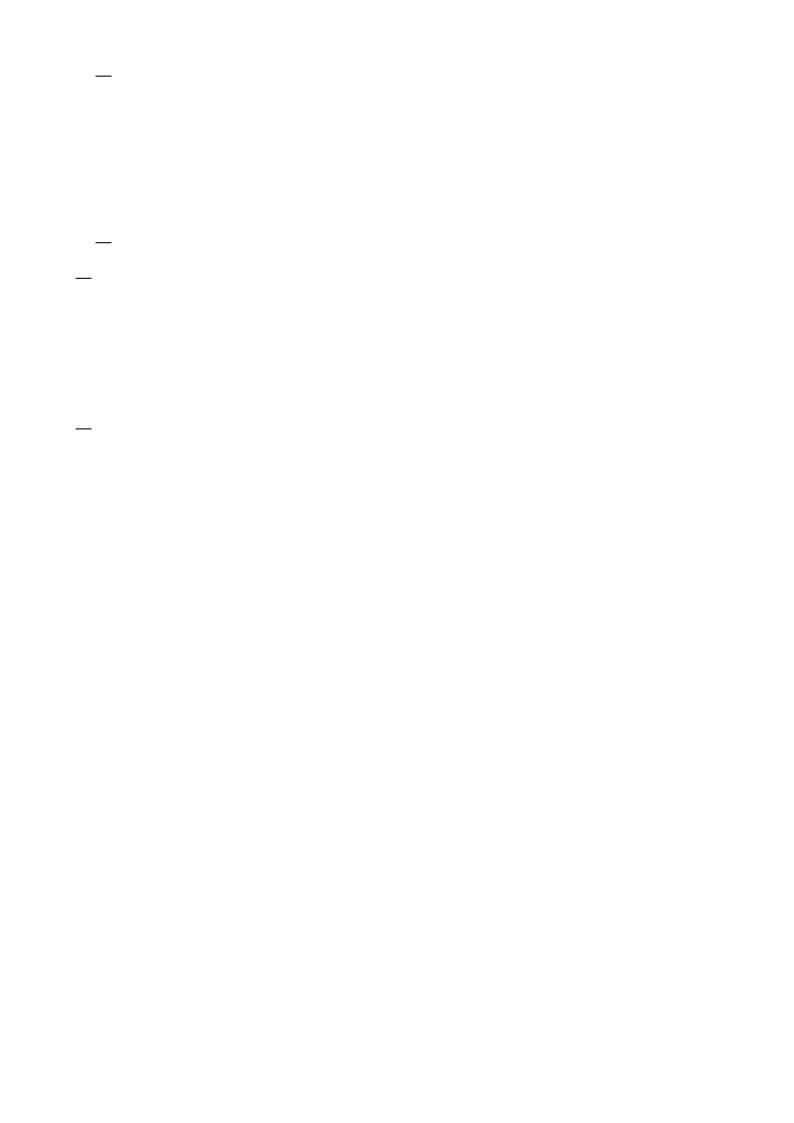


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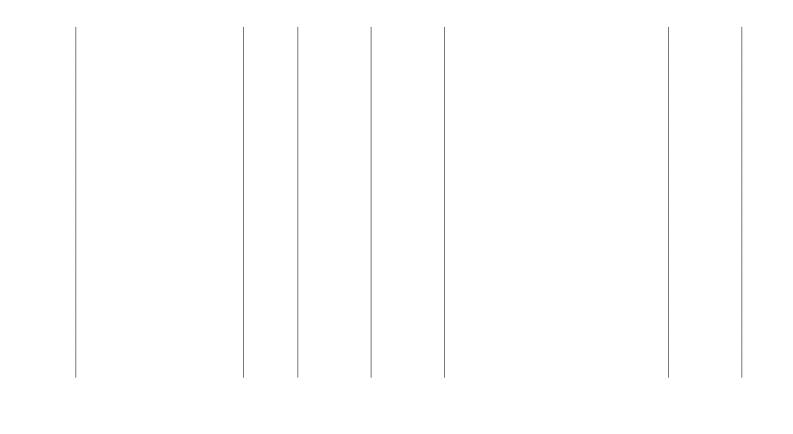


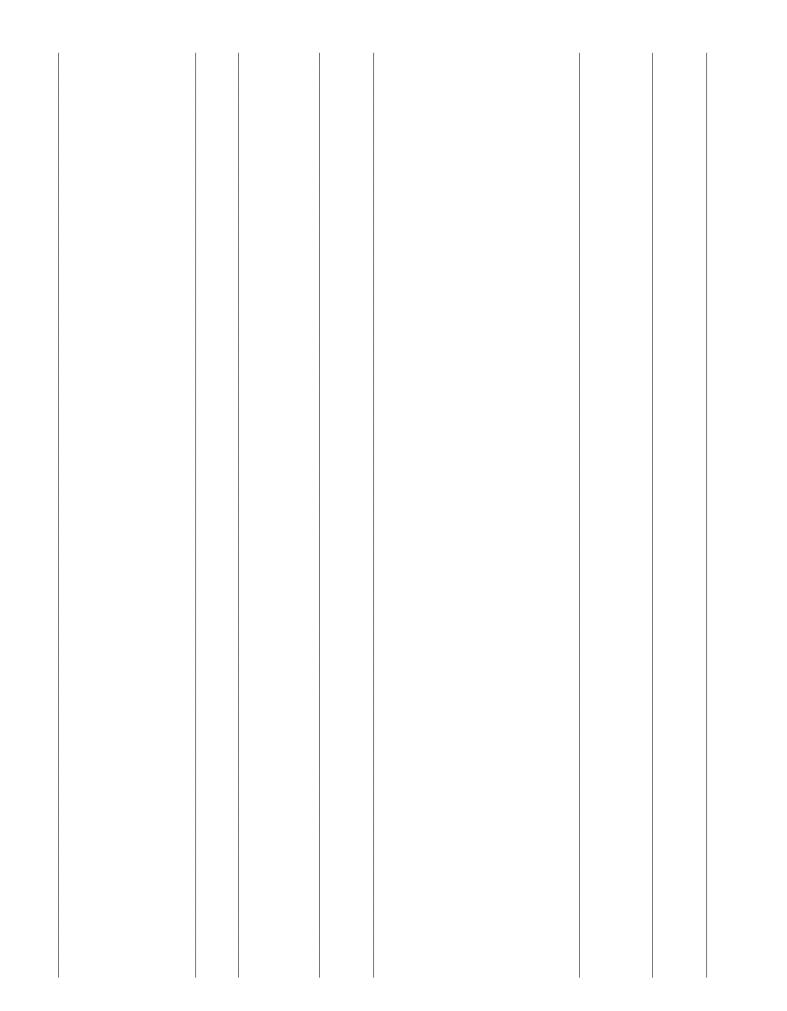
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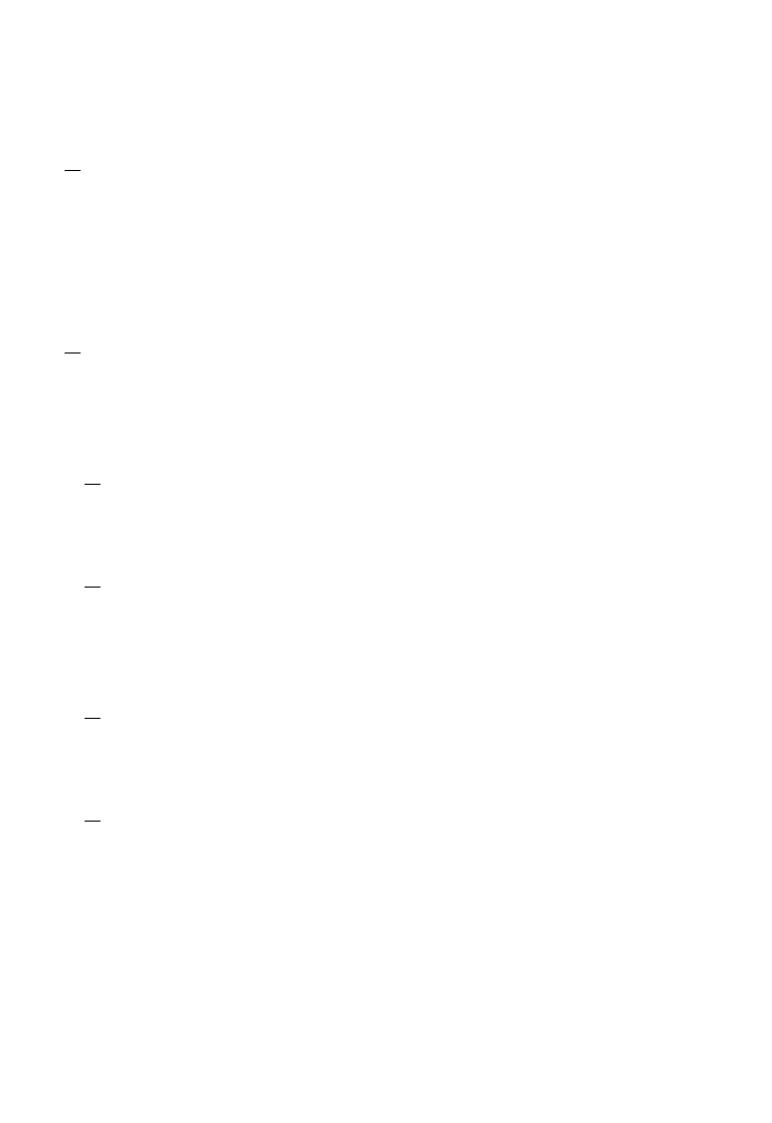


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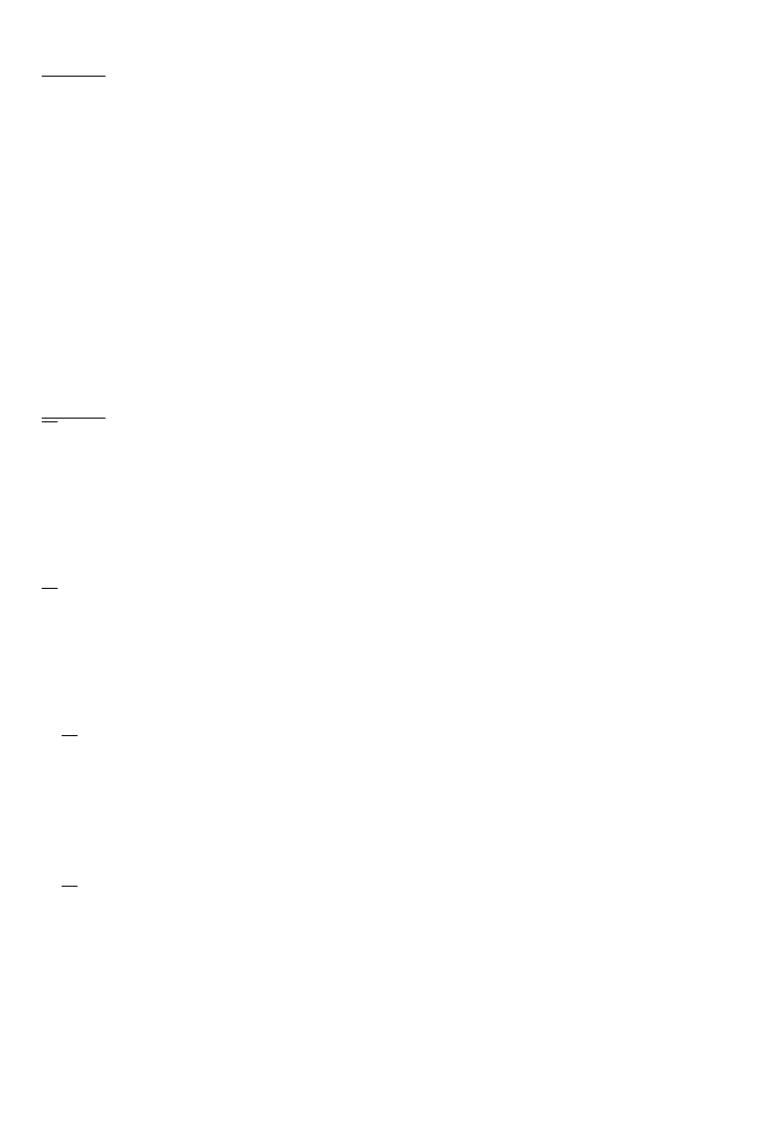
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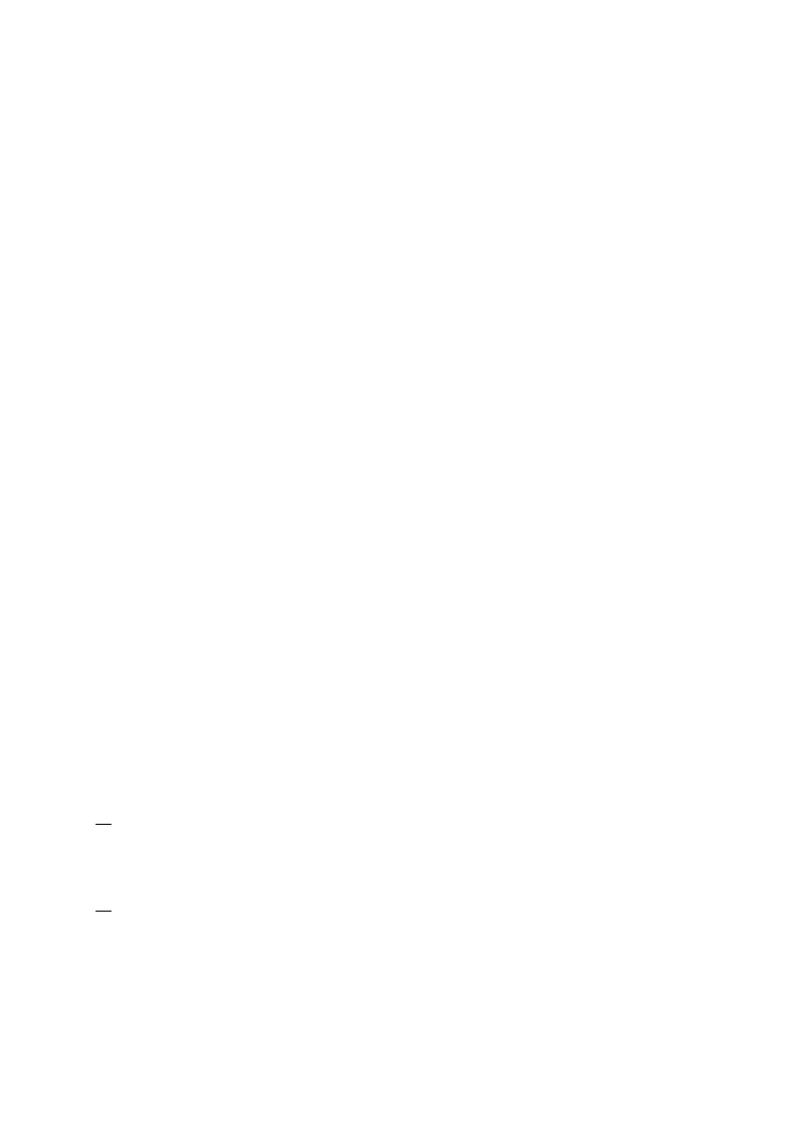


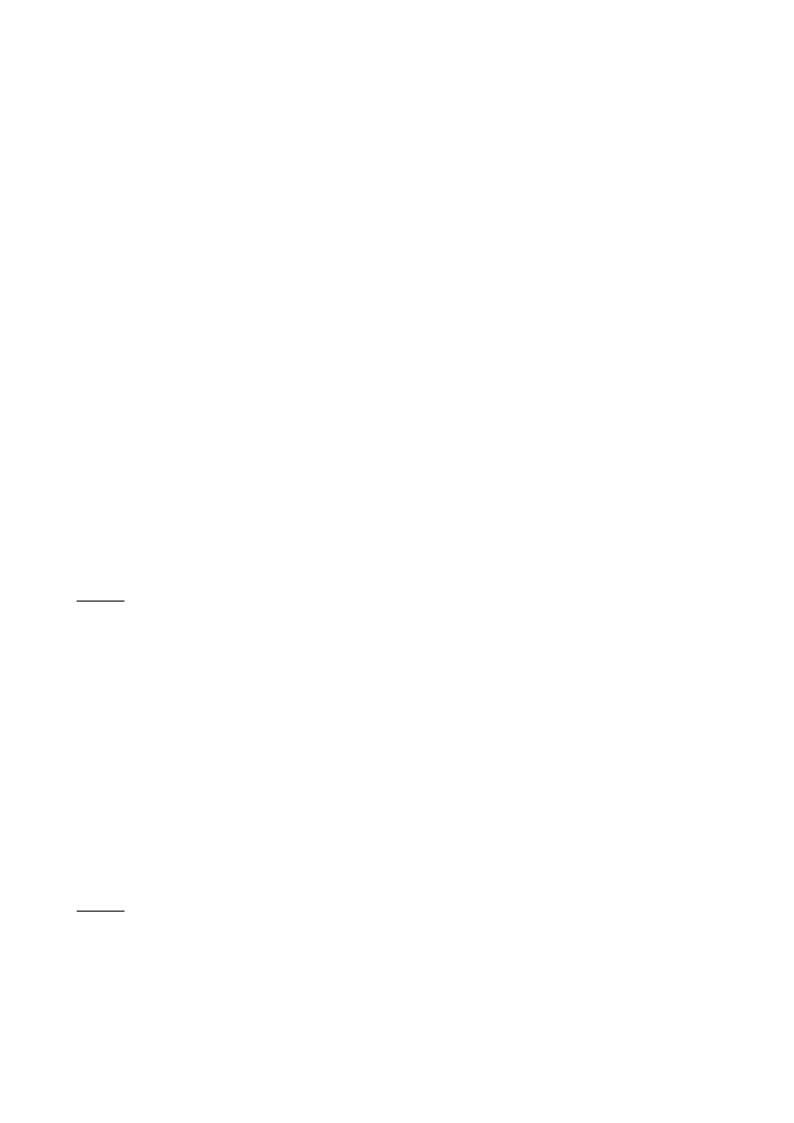
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Nome Personaggio	N	ome G	iocator	е				ı	Movi	mento)	Lir	igue		_1(Jè_	Sch	eda
															2.3	3.0	V1.0	0.28
D0770	Coss	o E	α' ΔΙ+.	ezza	Do				Occhi		C	nalli		Co	gni pa	rticolo		
Razza	Sess	o Et	a All	ezza	Pe	50			Jeen		Ci	apelli		Se	уп ра	rucolai	1	
Punti Esperienza:			Liv	ello:										1				
Potenza	(20	ti Fato -lv)/4 / Attuali		Punti Attua						Tiri S	alve	ezza		itale ΓS	Punti Asseg nati	Valore Caratt.	Bonus Magici	Altro
Agilita'		/			/						mpr				Hatt			
Intelletto			Мо	rto:						Ar	bitri	0						
Volonta'	Dife Bas		Totale	Base	Agi	ilita'	Magia	a .	Arm.	Scudo)	Altro			enalita' matura	СМ	Agi	Mov
Magnetismo	Sorp	esi		10											Scudo		С	A
	100			10														
Tratti				Va	alore	9			Av	anzan	nen	ti				Not	е	
											\perp							
	1				4.		_											
Competenze (Int/2+2 a livello)	Caratte	ristica	Valor Carat	e As	unti sseg ati	Tot	ale						Abili	ta'				Slot
Acrobatica	Agilita'																	
Arcano	Intelletto																	
Consapevolezza	Volonta'																	
Criminalita'	Agilita'																	
Cultura	Intelletto																	
Faccia Tosta	Magneti	smo																
Intrattenere	Magneti	smo																
Lavoro	Volonta'																	
Resistenza	Potenza																	
Sopravvivenza	Volonta'																	
Competenza Magica (CM)													S	Svan	ntaggi			
Competenza Armi (CA)																		
Lista Armi Nome:																		
Lista Armi Nome:													١	/an	taggi			
Lista Armi Nome:																		
Lista Armi Nome:																		
Inziativa (3d6+Agi/Int)																		
Arma	Totale pe Colp	r -	Bonus al Danno	Com	ıp. ni		nus a		Boni Mag		Dan Arm		EDX	0	Sittata		Note	
	Colp	ii e																

Equipaggiamento								
	Po	ozioni:	Monete Platino Monete Oro Monete Argento Monete Rame					
	Pe	ergamene:	Gemme					
Patrono:		Simbolo:						
Competenza Magica:		Concentrazione: 3d6+CM+Caratteristica > 10 + dan	no subito					
Magie lanciate nel giorno (C	CM+3):	Manifestazione:						
Durata	Distanza	Area di Effetto						
Istantanea: 0	Mischia (1.5 metri): 0	Singolo Target: +1						
Breve (1round*CM): 1	Corto (10 metri): 1	Area Mischia:+2, +2 Corta						
Corta (10 minuti): 2	Medio (50 metri): 2	+6 Media,+12 Lunga,+16 E						
Media (1 ora): 3	Lungo (250 metri): 4	Deselezione 1 target: +1						

Essenza		Essenze (Conosciute		Caratteristica	Valore Caratteristi	Duntaggia	Totale
ESSEIIZa	Favorita+4	Normale	Limitata-2	Vietata	Caralleristica	caratteristi	Punteggio	Totale
Alterare	0	0	0	0	Intelletto			
Attacco	0	0	0	0	Intelletto			
Charme	0	0	0	0	Magnetismo			
Convocazione	0	0	0	0	Intelletto			
Creazione	0	0	0	0	Volonta'			
Cura	0	0	0	0	Volonta'			
Difesa	0	0	0	0	Magnetismo			
Distruzione	0	0	0	0	Volonta'			
Illusione	0	0	0	0	Magnetismo			
Movimento	0	0	0	0	Agilita'			
Protezione	0	0	0	0	Potenza			
Rivelazione	0	0	0	0	Magnetismo			
Trasformazione	0	0	0	0	Potenza			

Lunghissimo (1km): 8

Lunga (1 giorno): 8

Varie	