

## STATS

MIGHT

DEXTERITY

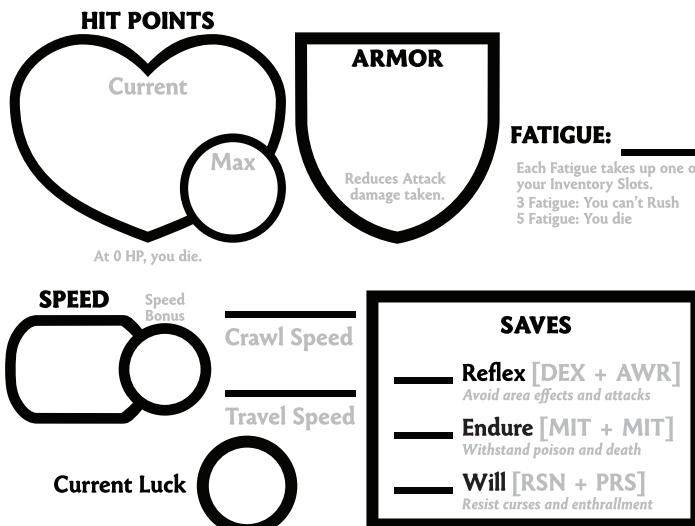
AWARENESS

REASON

PRESENCE

LUCK

Name	Size	Being Type
Ancestry	Level	Class
		XP



SKILLS	
d20 Roll equal to or above the Difficulty to Pass the Check.	
<b>Arcana</b> [RSN]	<b>Leadership</b> [PRS]
Magic knowledge & esoteric sense	Social prowess & diplomacy
<b>Brawl</b> [MIT]	<b>Medicine</b> [RSN]
Physical prowess & brute force	Clinical knowledge & talent
<b>Craft</b> [RSN]	<b>Mysticism</b> [AWR]
Artisanal talent & value perception	Supernatural knowledge & rites
<b>Detect</b> [AWR]	<b>Performance</b> [PRS]
Perceptive deduction & reflex	Social chicanery & cultural talent
<b>Finesse</b> [DEX]	<b>Sneak</b> [DEX]
Physical coordination & talent	Physical concealment & chicanery
<b>Influence</b> [PRS]	<b>Survival</b> [AWR]
Social talent & soul force	Natural knowledge & adaptability

ATTACKS			
<b>Melee</b> [MIT]		<b>Ranged</b> [AWR]	
<b>Brawl</b> [MIT]		<b>Finesse</b> [DEX]	
Weapon	Grip	Damage	Properties

## INVENTORY

Item	Slots
G	
S	
C	
Occupied	Max
	Bonus
ITEM SLOTS [8 + Might]	

## ABILITIES

Current	Max	Casting Max
MANA		