

WEAPON NAME:

DESCRIPTION:

TYPE:

STORAGE

Your Weapon can store five  
Histories, Spells,  
or Temperaments

DAMAGE:

SIZE:

WIELDER NAME:

TEMPERAMENT:

HISTORY:

STR	Melee Attacks Lifting, Smashing	INVENTORY You can carry CON+10 slots.		NOTES
DEX	Dodging, Climbing, Sneaking, Balancing	1.	8.	
CON	Item Slots, Healing, Disease, Weather	2.	9.	
INT	Magic, Concentration, Tinkering, Lore	3.	10.	
WIS	Ranged Attacks, Senses, Tracking	4.		
CHA	Persuade, Deceive, Intimidate, Provoke	5.		
ARMOR	Used to avoid attacks, Comes from equipment	6.		
CURRENT HEALTH		MAX	7.	

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<b>TEMPERAMENT:</b>			
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