

WEAPON NAME:

TYPE/DAMAGE/SIZE:

DESCRIPTION:

STORAGE

You have room to store five  
Histories, Spells,  
or Temperaments

WIELDER NAME:

HISTORY:

TEMPERAMENT:

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.		

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

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