Anchetype:_			
Character N	——— (i)alleus		
Player Name:			
leigbt:	Weight:	Age:	Genden:
Attributes: Opposed Check Mod. (= Attr-9) Archetype AC			Initiative: Archetype Speed Mod Initiative Bonus Score =Score-9
Strength	(= Attr-9)	Armour Bonus:	
Endurance		Plate +5, Banded +4, + Chain +3, Leather +1	Archetype Speed Mod
Agility Speed		Large Shield +2, + or Small Shield +1	Move Bonus Score =Score!!!! + = = = = = = = = = = = = = = = = = =
Luck		Agility Bonus +	Hít Points
Willpower		riginty Bonds 1	Stamfna Health = Arch. Stamina + End. Bonus = Arch. Health + Str Bonus Full
Perception		=AC:	Current
Aspects:		New aspects have a difficulty o	Temporary Refresh Rate
Aspect Name:		rew aspects have a unitently o	Resolve
			Max
		Difficulty:	Current
Aspect Name:			Rest Refresh Rate (short rest):
			Luck
		Difficulty:	Current
Aspect Name:			Rest Refresh Rate (short rest):
		Difficulty:	
4 () (Difficulty.	Magíc Max
Aspect Name:			Current
		Difficulty:	Rest Refresh Rate (short rest):
Aspect Name:			Experience Points
-			Current XP
		Difficulty:	XP Required For Next Level
Aspect Name:			
		p.m. t.	Unspent Skill Points
		Difficulty:	General &
Aspect Name:			Martial †
			Lore 🗐
		Difficulty:	Magic 4