30110

Toxin

Capacity

Player Name:	Character's Current Location:		
Campaign Title:	Adventurer Level:	Experience Earned:	
Character Name:		XP for next level:	

ASSESSMENT								
			Character	Name:				XP for next level:
ATTRIBUTES				CHARA	CTERISTI	CS	Origins	·
Initial Score	Attribute Adjustments	Adjusted Score	Bonus / Penalty	Ancestry		Sex:	Background Story:	
STR				Height:	Weight:	Age:	1	
END				Daylof	); -+ b .		4	
AGI				Day of E	DITUT.			
PRE				Distingu	ıishing Feat	ures:	-	
INT					0			
WIS								
PER							Languages Spoken:	
СНА								
Profile			PALE	Stone	Encoun	ITER	SKILLS	
Aptitude:			Encou	unter Story	:			
Expertise:			1					
Vocation and D	escription:		1					
Term:			1					
Accolades:							-	
			Outco	ome:				
							proficiencies	)
							] [	
Resistances	ADVAN	NTAGE		ABI	ILITIES		_	
Addiction				Ass	sess Threat			
Aversion				Со	llect Inform	ation		
Debility	COND	CONDITIONING			d			
Explosion	Poise			На	ggle		]	
Infection	Avoidar	nce		Na	vigate			

Take Notice

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OUTFIT	Readiness •	Relations and Motivations
Armor type, quality, notes:  Weapon(s) type, quality, notes:	Wear Durability Capacity Injury  Protection  Poise Avoidance	Important NPCs and relational connections:
Clothing and other worn items:	ALTERED STATES	
INVENTORY  Carried equipment, supplies, and assets:	ACTIONS Action (Source Attribute) / Training Type / Equipment o	
		ecognition, and Influence
	Bonuses and Additional Abilities: Recognition,	Notable NPCs, and Significant Events:
Quest items:		
	NOTES	
	Connections, codes, and additional notes:	
Coins, treasures, and wealth:		