				Player Name:				Character's Current Location:				
_	<sup>/</sup> (1			Campai	gn Title	:				Adventurer Level:	Experience Earne	ed:
				Characte	er Nam	e:					XP for next level:	
ATTRIE						1 A D A C	CTERISTIC		ODICINIC			
ATTRI	Initial	Attribute	Adjusted	Bonus /	_	cestry:	LIERISTIC	Sex:	ORIGINS  Background S	Story:		
STR	Score	Adjustments	Score	Penalty	110	iaht.	I Maight.	٨ ٥٠٠				
END					Не	ight:	Weight:	Age:				
AGI					Da	y of Bir	th:	•				
PRE												
INT					. Dis	stinguis	shing Featu	ires:				
WIS												
PER									Languages Sp	ooken:		
СНА												
Profi	LE			F	Pale S	itone	E ENCOL	Jnter	SKILLS			
Aptitud	e:	Expertise:	Term:		incount	ter Stor	y:					
\/+:-	d D											
vocatio	n and De	escription:										
Accolad	les:				Outcom							
					Julcom	ie.						
									PROFICIEN	NCIES		1
Resist	ances	ADVAN	ITAGE			ABIL	ITIES					
Addicti	on	<u> </u>				Asse	ss Threat					
Aversic	n	<u> </u>				Colle	ect Informa	ntion				
Debility	/	CONDI	TIONIT	٧G		Find						
Explosi	on	Poise				Hagg	gle					
Infectio	n	Avoidan	ice			Navi	gate					
Toxin		Capacity	У			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:		