Character Name	_			Class & L Warrio		Background Farmer	Player Nam Griffin G. Sala	ie azar
Dre	a Ad	ea	arie		Heritage Human		Size Medium	
3.5 CON AGI 3	Action Skill Climb: Swim: Carry Weight: 17! Max Health: Total Movement: Move./Action:	1/5 2/5 5 lbs. 13	30%: skill disadv. 3.9 Armor 1 Fortitude 3.25 (+3.5) Enduring Save DR 5	Health:	10%: All disadv. 1.3 DEF/RaDEF 5/8 Willpower 2.25 (+2.5)	Base Move Penalty: -3 Languages Base Armo +.5, Extra +1, Tenaci	tage & Size Feat ement: 20 meters, 3, RaDEF: DEF+3 5: Common and Hor: 1, ASI(x2): DE Skills: Navigation ty: When Health recup with 1.	Dodge umanic, X +.5, CON & Swim
DEX 4	Sleight of Hand Stealth: Actions:	: <u>1</u> /5 <u>1</u> /5 4	Ammo 2 Gunpo Co	Dmg. 10 Dmg. 10 Dmg.				
1.5 wis	Arcana: Lore: Mechanics: Medicine: Nature: Theology: Extra Skills: Appraisal: Beast Handling: Insight: Navigation:	T/5	C.2 C.3 Type Mat. 1 Mat. 2	Armor Stealth DEX dis: Armor B	onus:			
CHA 2	Perception: Survival: Beguilement: Intimidation: Persuasion:	1/5 2/5 2/5 2/5 1/5	Archery: _ Firearm: _ Large: _				Tool Skills rpentry Tools hicles (Land)	# <u>1</u> /5 <u>1</u> /5 <u>1</u> /5 <u>1</u> /5
			Polearm: _	/5 <u>Extc2</u>		Tool 5		

Character Portrait	Age 24	Height 168cm	Weight 140 lbs.			
	Skin Color Light Brown	Hair color Blonde	Eye Color Brown			
	Ва	ckground: Farmer				
	Drea grew up on a farm a few kilometers outside the city of Autongrad, and her familiarity with the many different goings-on of the city gave her more worldly insight than her otherwise humble beginnings would lead one to believe. Being the eldest of 4, it fell on Drea to protect her siblings from the dangers that would occasionally assault their home. When a roving band of orks killed her youngest brother and mother, Drea decided to leave home and take up a life on the road, protecting those that could not protect themselves from the many dangers of the world. Ability Score Improvement: STR +.5 Action Skills: Beast Handling +1, Intimidation +1, Medicine +1,					
	Nature +1, Percepti					
Languages, Classless Feats, and Additional Traits	Inventory					
and Additional Traits	Currency: Aeons: 2 Change: 68 Extra Weapons:	- Treasu	re:			
	Useful Gear:		on Clothes x1, a storybook veral pages missing, a			
		strange rabbit's	ely-shaped key, and a			
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