Character Name			Class & Level Bac		Background	ckground Player Name	
				Heritag	e	Size	
	Action Skills	Current	Health:		Her	tage & Size Features	<u> </u>
STR	Climb: _/5 Swim: _/5	50%: skill disadv.	25%: 1/2 move.	10%: All disadv.			_ _
	Carry Weight:	Armor	Dodge	DEF/RaDEF			_ _
CON	Max Health:	Fortitude	Reflex	Willpower		Class Features	
AGI	Total Movement:	Enduring Save DR	Well- Rested?				_ _ _ _
	Move./Action:	Weap. 1	quipped (	Gear			_ _ _
DEX	Sleight of Hand: _/5 Stealth: _/5	Weap. 2 Weap. 3 Weap. 4 Ammo 1	Damage Damage Damage Num. L	eft			_ _ _
	Actions:	Ammo 2	Num. L	les	.		_ _
INT	Arcana: _/5 Lore: _/5 Mechanics: _/5 Medicine: _/5 Nature: _/5 Theology: _/5	Cons. 2	Num. L				- - -
	Nature:	Туре	Armor  Type Stealth disadv.?  DEX disadv.?				_ _
WIS	Appraisal: _/5 Beast Handling: _/5 Insight: _/5 Navigation: _/5 Perception: _/5 Survival: _/5	Mat. 1	Weight Armor I	:			_ _ _
Survival: _/5			apon Ski		Tool 1	Tool Skills	/5
СНА	Beguilement: _/5 Intimidation: _/5	Firearm: Large:		rowing: _/5 armed: _/5	1 1		/5 /5
	Persuasion: _/5	Medium: Polearm:	_/5		1 1		/5 /5

Character Portrait	Age	Height	Weight			
	Skin Color	Hair color	Eye Color			
		Background:				
	_					
Languages, Classless Feats, and Additional Traits	Inventory					
	Currency:		Treasure:			
	Aeons	<u></u>				
	Change					
	Extra Weapon	s:				
	Useful Gear:		Other:			
	-					