

foci / traits	level

Max Hit Points
(class + con mod) * level

Base Cast Points

Initiative DEX mod d8 +

Naked AC
10 + DEX mod

Armour Class
with shield

hit check:
d20 + mods >= enemy AC
nat 20 always hits
nat 1 always misses

Attack Bonus

	stab	shoot	punch
skill + AB	skill + AB	skill + AB	skill + AB
d20 +	d20 +	d20 +	d20 +
d20 +	d20 +	d20 +	d20 +

shock weapon att