Player Name:		Species: Profession:		Species Traits:			
Persona Name:		Class:		Level:			
	ATTRIBUTES		COMBAT	Weapon	Туре	STR always mods (Class Mod + STR/ Attack Mo	
Modifier	~	(EV) (Class Mod + COR) Evasion	Initiative (d12 + PER or COR).				
<u>-</u> 7	Strength (STR)		Armor				
<del>)</del>	Coordination (COR)	(DA)  Damage		Style:		Iten	n in land:
<del></del>	Stamina (STA)	Absorption	Health				
Modifier			Maxim Hit Po		Curren Hit Poi		er:
	Perception (PER)	EQUIPM	CLASS FEATURES				
-	Intellect (INT)						
	Presence (PRS)					ļ	
Modifier	*			Trained Skills		+ Attribute)	Character Image
<del></del>	Luck (LUC)						
	Fortune Points:						

	<u>Treasure</u>
CP:	
SP:	Other:
	<u>Magic</u>
	Spell Casting Mod:  Mod + INT (mages) or PRES (shaman))

**Duration** 

**Notes** 

<u>Range</u>

<u>Spell</u>

<u>XPS</u>

Current:

Observations, Scrawlings, & Miscellany:

Needed to Level Up: