Player Name:		Species: Profession:		Species Traits:			
Persona Name:		Class:		Level:			
	ATTRIBUTES		COMBAT	<u>Weapon</u>		STR always mods Melee (Class Mod + STR/COR) Attack Mod	; COR always mods Ranged (Weapon Type + STR/COR) Total Dmg
<u>Modifier</u>	*	(EV) (Class Mod + COR) Evasion	Initiative (d12 + PERC or COR).				
	Strength (STR)  Coordination (COR)	(DA) <b>Damage</b>		Style:		Item in Off-Hand	d:
	Stamina (STA)	Absorption	Health Maxin Hit Po		Current Hit Point	s Other:	
Modifier ———	Perception (PERC)	EQUIPMENT		CLASS FEATURES			
	Intellect (INT)						
	Presence (PRES)						
Modifier	*			Trained Skills	(Lvl + At		aracter Image
	Luck (LUCK)						
	Fortune Points:						

<u>Tre</u>	<u>easure</u>				
CP:					
SP:	Other:				
<u>M</u> a	<u>agic</u>				
Total Spell Casting Mod: (Class Mod + INT (mages) or PRES (shaman))					

**Duration** 

<u>Range</u>

<u>Spell</u>

<u>Notes</u>

Observations, Scrawlings, & Miscellany:

<u>XPS</u>

Current:

Needed to Level Up: