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				
)	Coordination (COR)	(DA) Damage		Style:		Iten	n in land:
	Stamina (STA)	Absorption	Health				
Modifier			Maxim Hit Po				
	Perception (PER)	EQUIPM	CLASS FEATURES				
-	Intellect (INT)						
	Presence (PRS)					ļ	
Modifier	*			Trained Skills		+ Attribute)	Character Image
	Luck (LUC)						
	Fortune Points:						

	<u>Treasure</u>		Observations, Scrawlings, & Miscellany:
CP:			
SP:		Other:	
Total (Class N	Magic Spell Casting Nod + INT (mages) or PR	//od: S (shaman))	

<u>Notes</u>

Tier I/II Features

Duration

<u>Spell</u>

<u>Range</u>

<u>XPS</u>

Current:

Needed to Level Up: