Player Name:		Species: Profession:		Species Traits:				
Persona Name:		Class:	•••	Level:				
	ATTRIBUTES		COMBAT	<u>Weapon</u>	Туре	STR always mo (Class Mod + S' Attack I	TR/COR)	COR always mods Ranged (Weapon Type + STR/COR) Total Dmg
Modifier		(EV) (Class Mod + COR) Evasion	Initiative (d12 + PERC or COR).					
· · · · · · · · · · · · · · · · · · ·	Strength (STR) Coordination (COR)	(DA)	Armor	21.1			tem in ff-Hand:	
	Stamina (STA)	Damage Absorption	Health	Style:		Οπ	-Hand	:
Modifier			Maxim Hit Po		Curren Hit Po		her:	
	Perception (PER)	EQUIPM	<u>IENT</u>	CLASS FEATURES				
	Intellect (INT)							
	Presence (PRS)					ļ		
Modifier	*			Trained Skills		+ Attribute)	Cha	racter Image
÷	Luck (LUC)							
	Fortune Points:							

	<u>Treasure</u>				
CP:					
SP:	Other:				
	<u>Magic</u>				
Total Spell Casting Mod: (Class 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: