Character Infor-	Character Name: Player Name: Gender: Legends of Race: Bloodlines — Father: Mother: Eyes:
er Infor-	Social Status: Heritage Hair: Size: Alignments (Moral): (Ethic): Weight: Height: Age:
Ability Scores	Mental Ability Physical Ability Spiritual Ability Base Mental Ability Die Base Physical Ability Die Base Spiritual Ability Die Mental Ability Modifier Physical Ability Modifier Spiritual Ability Modifier
Defense	Mental Defense Physical Defense Spiritual Defense Current MD Modifier Current PD Modifier Current SD Modifier +Additional Modifiers +Additional Modifiers +Additional Modifiers = Total Mental Defense = Total Physical Defense = Total Spiritual Defense Suppose Manage Defense Suppose Manage Defense Suppose Manage Defense
Armored Defense	Primary Armor Die Shield:Block
Hit	Total Hit Current Hit Points Recovery Wounded (1/2 total hit
Other	Initiative Modifier Speed Luck Corruption Madness Charge Count
Attacks	Magic Use/Attack Melee Attack Ranged Attack Base Magic Use/Attack Die Base Melee Attack Die Base Ranged Attack Die +Additional Modifiers +Additional Modifiers +Additional Modifiers Other Other Other Outcome Moder Attack Gurent Supper Attack
Notes	

	Primary Weapon:	Secondary Weapon:	Additional Weapon:
Weapons	Weapon Die =	Weapon Die =	Weapon Die =
	Total Weapon Bonus (Base + Modifiers)	Total Weapon Bonus (Base + Modifiers)	Total Weapon Bonus (Base + Modifiers)
	Total Melee or Ranged Attack	Total Melee or Ranged Attack	Total Melee or Ranged Attack
	Additionl Damage	Additional Damage	Additional Damage
	Critical Threat Range	Critical Threat Range	Critical Threat Range
	Size/Reach Type	Size/Reach Type	Size/Reach Type
Features	Unspent Training Points		
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