Character Name	Riley	/	PLA	YER			ZOI	NTI	Re
RACE	ARCH	ETYPES	/	LvL	CRP		The Role	eplaying Game	
EX (TO NEXT)			Ex (current)	Recover	ATK	Init	Recover	ATK	Ini
Primary Drawba	ск								
				_ /	$\sqrt{\nu}$	\wedge		12/	\wedge
				Def	γ ^ν γ _λ	DR	DEF	<i>کا</i> کم	D
STATS		Movemi	ENT		ENCUMB			ENCUMB	_/
STR SO	CIAL	Crawl	∞ seconds	_ `	X	\succ			\times
Dex so		Walk	∞ seconds	Measure	DAM	Parry	Measure	DAM	Pare
Con so	CIAL	Jog	∞ seconds	WEAI	ON PROFILE	FOR:	WEAPON	PROFILE F	OR:
Int so		Run	10 + Endurance - SP seconds						
Wis so	CIAL	SPRINT	5 + Endurance - SP seconds	Recover	ATK	Init	Recover	Атк	In
CHA SO					$\langle \ \ \ \ \ \rangle$	\geq			λ
					$\mathcal{M}\mathcal{N}$			$\mathcal{M}\mathcal{K}$	
Characteri	STICS			Def	ENCUMB	DR	DEF	ENCUMB	
Honor	0-5: N	I/A 6-10: D4! 11-1	15: D6! 16-20: D8! 21-25: D10! HON DIE	_ `	\checkmark	\checkmark		/ - \	\checkmark
Temperament			TRAITS		Day	_		\	
				Measure WEAR	ON PROFILE	PARRY FOR:	MEASURE WEAPON	PROFILE F	PARE FOR:
Goals									
				Tax	ING A			Range ((FT)
					ATHER		0	_	/
				STRE	ss		-2	-	
Devotions					SHOLD		-4	_	
					RELAXATION		-8	-	
				FAVO		Min	-16	_	
							-32	-	
LAWS									
LAWO				VIT	ALITY				
					Н В		W C		
				Curri			TRAUMA THRES.	-	
REPUTATION					SEVERITY	DAYS TO		SEVERITY	Days to Heal
'M KNOW FOR				Wou		HEAL	Wound	Jozenskiii	HEAL
'M KNOW FOR				Wou			Wound		
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Allies, Contacts	. & Reso	OURCES		Wou			Wound		
,	, a 11200	-11-20		Wou			Wound		
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ARCHETYPE	A DIL 15	PIES							
ARCHETYPE	ABILIT	TES							
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SKILL SUITES	Co	ost Ra	ank Adv Skii	LS	Cos	t Rank	Adv Skills		Cost Rank
ATHLETICS									
Lore									
Streetwise									
SURVIVAL									
TACTICS									
TRADES									
WEIRDCRAFT									
Adv Skills	Co	ost R	ANK						
Language -									
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GEAR & I	Гоот					сс	sc	GC	PC
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									/ CARRY
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	D	ъ г			C	- N			
ARMOR	Profile		ROM STATS		GENERA	AL NOTES			
		ATTACK	DEX MOD + I						
DR		DEF							
SKILL ADJ		Int	DEX MOD + V						
Bonuses		DAMAGE							
		ENCUMB	Con Mod + V	Vis Mod					
			Bonus = Armo	OR+					
DEF ENC RCV	INIT	SHIELD -	- WEAPON						
	Armor								
	TRAIN	WEAPON	Profile #1	WEAPON	Profile #2	WEAPON	Profile #3	WEAPO	n Profile #4
	Misc								
	TOTAL	Damage		Damage		Damage		Damage	
SHIELD	Profile	Recov	PARRY	Recov	PARRY	Recov	PARRY	Recov	Dam. Type
		Measure		MEASURE		MEASURE		Bonuses	
DR	DR COVER DAMAGE TYPE		DAMAGE TYPE 1		Damage Type				
Size Bonuses			Bonuses		Bonuses				
Bonuses									
								TRAITS	
		TRAITS		TRAITS		TRAITS			
Def Pry Enc	BRK	ĺ							
	SHIELD	ATK RCV PR	Dam Init	ATK RCV PR	Dam Init	ATK RCV PR	Dam Init	ATK RCV INIT	DAM
	TRAIN		TR		TR		Tr		Adv Train.
	Misc		Mı		Mı		Mı		Misc
	TOTAL		То		То		То		TOTAL
	TOTAL								IOIAL