

| Character Name | | Player Name | |
|--|-----------------|--|--|
| Description | | | |
| (7.1145 5 : 4) | | (T.) | |
| Attributes (Total 15, max 5, min 1.) | Combat | (Take values from Attributes and G | |
| STR Strength DAMAGE AND MOVEMENT | Power | HIGHER OF STR OR INT | Damage Reduction ARMOR |
| INT INITIATIVE AND DAMAGE Intelligence | Initiative | INT CUN | Current Resolve (Defense minus damage) |
| CUN Cunning MOVEMENT AND INITIATIVE | Movement | STR CUN ARMOR | |
| LUC ATTACK ACCURACY | Accuracy | LUC ARMOR SHIELD | |
| BRA DEFENSE | Defense | = 15 + + + + + + SHIELD | |
| Skills (General skills can be anything. Specific skills have one condition. Signature skills have two conditions.) | | | |
| General | | | BONUS CONSUMED +1 |
| General | | | +1 |
| Specific | | | +3 |
| Specific | | | +3 |
| Signature | | | +5 |
| Hindrances/Boons (You will receive b | oons as you adv | venture.) | |
| | | | |
| | | | |
| Gear (Choose any weapons or mundane i | items. Armor an | d shields are optional, and value is f | rom 0 to 3.) |
| Armor | | Shield | |
| | - | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | for damage and precision values.) | 1 1 1/4 |
| Attack #1 | Attack #2_ | | leal #1 |
| Features | Features _ | | eatures |
| Precision = + ACCURACY | Precision _ | BASE ACCURACY | lealing |
| Damage = + POWER | Damage | = + BASE POWER | |
| Attack #3 | Attack #4_ | H | leal #2 |
| Features | Features _ | F | eatures |
| Precision = + ACCURACY | Precision | BASE ACCURACY | lealing |
| Damage = + POWER | Damage | = + DASE POWER | |