

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	
	-		
Add I (Defende the Attende Towns a bent	f f t		
		for damage and precision values.)	leal #1
Attack #1 Features	Attack #2_		eatures
Precision = +	Features Precision		Healing
BASE ACCURACY	Precision _	BASE ACCURACY	realing
Damage = + POWER	Damage	BASE POWER	
Attack #3	Attack #4_		leal #2
Features	Features _	F	eatures
Precision = + ACCURACY	Precision	BASE ACCURACY	lealing
Damage = + POWER	Damage	= + DASE POWER	