

Characte			Player Name		
Description					
Attribut	es (Total 15, max 5, min 1.)	Combat	(Take values from Attributes and	Gear.)	
STR Strength	DAMAGE AND MOVEMENT	Power	HIGHER OF STR OR INT	Damage Reduction	ARMOR
INT Intelligence	INITIATIVE AND DAMAGE	Initiative	= + CUN	Current Resolve (Def	
CUN Cunning	MOVEMENT AND INITIATIVE	Movement	= + CUN ARMOR		
LUC Luck	ATTACK ACCURACY	Accuracy	LUC ARMOR SHIELD		
BRA Bravery	DEFENSE	Defense	= 15 + = + = + = SHIELD		
Skills (General skills can be anything. Specific skills have one condition. Signature skills have two conditions.)					
General	DESCRIPTION				BONUS CONSUMED +1
General					+1
Specific					+3
Specific					+3
Signatur	e				+5
Hindrances/Boons (You will receive boons as you adventure.)					
Gear (Choose any weapons or mundane items. Armor and shields are optional, and value is from 0 to 3.)					
Armor Shield					
Attacks	(Refer to the Attack Types chart	for features and	for damage and precision values.)		
Attack #	! 1	_ Attack #2_		Heal #1	
Features	·	Features _		Features	
Precisio	n = + ACCURACY	Precision	BASE ACCURACY	Healing	
Damage	BASE POWER	Damage	BASE POWER		
Attack #	ł3	_ Attack #4		Heal #2	
Features	S	Features _		Features	
Precisio	n = + ACCURACY	Precision	BASE ACCURACY	Healing	
Damage	= + POWER	Damage	= + POWER		