

COMMON NAME

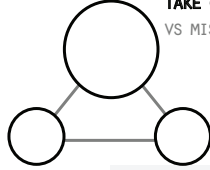
TRUE NAME

SEX, AGE, RACE

THE PARTY

WITS

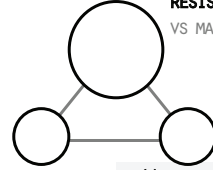
TAKE COVER
VS MISSILE



KNOWLEDGE		CUNNING	
ALCHEMY	△	DECEPTION	△
CRAFT	△	SCROUNGE	△
MEDICINE	△	TRACKING	△
QUERY	△	TRAPS	△

RESOLVE

RESIST
VS MAGIC



PRESENCE		WILLPOWER	
BEAST KEN	△	MANA POINTS	
CHARM	△		○○○○○○
MENACE	△		○○○○○○
PERFORMANCE	△		○○○○○○

APPEARANCE QUALITIES

BUILD

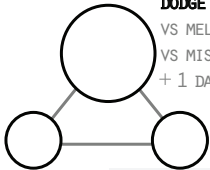
EYES

HAIR

SKIN

SPEED

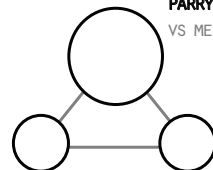
DODGE
VS MELEE
VS MISSILE
+ 1 DAMAGE



AGILITY		DEXTERITY	
ACROBATICS	△	FIRED MISSILE	△
ATHLETICS	△	LOCK PICKING	△
ESCAPE ARTISTRY	△	PRECISE MELEE	△
STEALTH	△	SLEIGHT OF HAND	△

POWER

PARRY
VS MELEE



STRENGTH		ENDURANCE	
BRUTE MELEE	△	HEALTH POINTS	
FEAT OF STRENGTH	△		○○○○○
THROWN MISSILE	△		○○○○○
UNARMED MELEE	△		○○○○○

PERSONALITY QUALITIES

DESIRES

FEARS

TENDS TO

USED TO

TALENTS & SPELLS

CRITICAL WOUND / WEAK POISON MORTAL WOUND / STRONG POISON

-1 HP IF MOVE AND ACT -1 HP PER TURN

TRADEMARK WEAPON:

RULES

QUALITIES

TRADEMARK OUTFIT:

RULES

QUALITIES

EQUIPMENT, CONSUMABLES, AND LOOT