Stats	Name
Strength	Age Eye Color
Max Wt Lift	Sex Skin Color
Damage Mod	Race Social Rank
Armor Mod	Height Hair Color
Agility	Weight
Unarmed Com. Mod	
Initiative Mod	Fortitude Pts HP Armor Points HP
Movement Skill Mod	DAM
Movement Rate	3 HP
Constitution	DAM DAM DAM DAM DAM DAM
Wt Encumbrance	2 HP 6 HP 2 HP 6 HP
Dexterity	
Bonus To Hit	DAM DAM DAM DAM DAM DAM
Craft Skill Mod	HP HP
Intelligence	DAM DAM DAM
Use Magic	9 HP 10 HP 10 HP 10 HP 10 HP 10 HP 10
Major/Minor Mod	DAM DAM DAM
Sage Skill Mod	Area 1 and 4 = 1/2 Base Fortitude Area 7 and 8 = Base Fortitude
Wisdom	Area 2,3,5,6,9 and 10 = 2 x Base Fortitude
Craftsmen Skill Mod	Money/Items
Dir. Spell Bonus	
Charisma	Item Notes/Amount
Social Skill Adj	
Appearance	MUTERWEI
Reaction Adjustment	
Luck	A STATE OF THE STA
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Will	Wak Enter?
Actual Defense (STR+CON+AGL	The state of the first of the state of the first of the state of
Actual Defense (31K+CON+AGL	base Fortitude Follits (STR+CON+WILL)/S + 1/2 CON
Level Class Typ	c Class Reserve Experience Total Experience
Weapon	ATT DAM + TH + TD Notes

Skills	A Bridge Hon	25	43	16:5	14/1	Total Pullet	41 5 Em	Skill Progression
Skill Lvl	Skill	Base	Mod	l Level Mod	Final	Notes		1 = 40% 2 = 60%
								3 = 70%
								4 = 75%
								5 = 80%
								6 = 82%
								7 = 84%
								8 = 86%
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Spirit	Points	Ma	x	Present			Max	Present
Greater	Realm Spirit Points				Lesser Re	alm Spirit Points		
Greater Re	ealm Spirit Points = 3d20 tak	e the high	hest +	1/2 PIE	Lesser Rea	ılm Spirit Points = Determi	ned by Rea	lm Spell
Spells								
Lovel	Cnoll			Cost Elolmo	D	Doalm	No	

Level	Spell	Cost	Elelment.	Range	Realm	Notes
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Character Development

Magie Items / O	ther Possessi	ons	Hot By	
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People Met / Fri	ends			
People Met / Fri	ends Notes			