LEVEL

EXPERIENCE

HP
HIT POINTS

AP
ARMOR POINTS

EP
ENERGY POINTS

Profile

NAME

ANCESTRY AGE

HEIGHT WEIGHT

SPECIFIC FEATURES

EDGES

HINDRANCES

ATTRIBUTES

STRENGTH		DEXTERITY		INTELLIGENCE	
Base	Bonus	Base	Bonus	Base	Bonus

CONSTITUTION		PERCEPTION		CHARISMA	
Base	Bonus	Base	Bonus	Base	Bonus

PATHS

WARRIOR ROGUE DRUID MAGE PRIEST

INVENTORY

WEAPON	PATH	DAMAGE	RANGE

ARMOR	AP	REQUIRE	PENALTY

MISCELLANEOUS ITEMS

CURRENCY

GP	SP	CP
GOLD PIECES	SILVER PIECES	COPPER PIECES
	=0.1 GP	=0.01 GP

FOOL 0 10 +1*

-1* +1

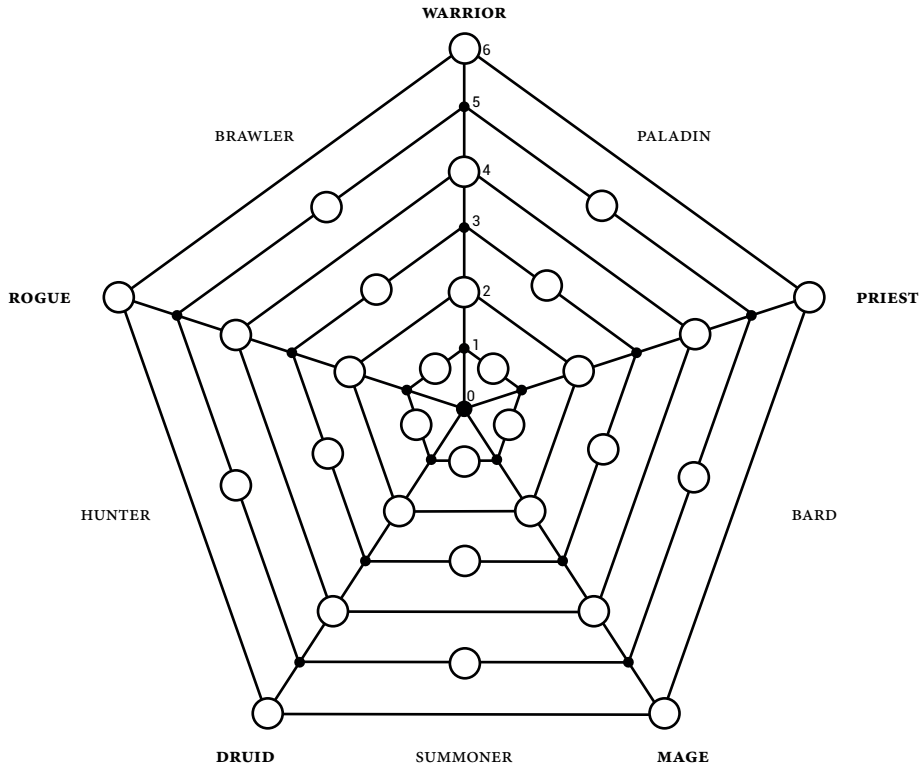
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MP
MORALE POINTS

5

* PENALTY/BONUS ON ALL ATTRIBUTE CHECKS

Special Moves



Name	Effect	Path	EP	Turns

Notes