NAME Z	ang (The Rogu	ie)	RACE_	Goblin	HEI	IGHT3'	6"_\	WEIGH	/					
PRIMARY CLASS Thief			SUBG	CLASS Ni	nja	soui	L PUR	RPOSE				LP		
CON	2	AGI	2	INT	2	STR	_1_		WILL	_1_	СНА	2		
Stamina		Mobility		Search		Brawn			Curse Res.		Sales			
2 nd Wind		Sp. Jump		Perception		St. Jump			Will to Live		Bargaining			
Immune S	s. 0000	Finesse		Focus		Brutality			Mental Res		Distract			
Hit Points	30 / 30	Initiative	2	C. Mastery	2	Armor	_1_		SP Armor	1_	Song Effect	2		
Vitality	60 / 60	Speed	4	H. Mastery	2	MAD	4		M. Mastery	1	M. Speed	2		
		RAD	2	SP Mastery	2				Resistance	1	M. Damage	2		
EQUIPN	MENT		P	ATTACK RO	DLLS & M	ODS		RESIS	TANCES	Ų	JTILITY BELT	•		
L. Hand:	Dagger		w	Veapon Attac	ks:			Burning	,	1 .				
R. Hand:	Dagger			Daggers x 2				Frost		□□ 2 .	·			
Helmet:				ACC: 3/4/5/6	DMG: 1	D6 + 1D6		Poison		□□ 3 .				
Gloves:				+4D6 Stealth	DMG)			Dissolve	e	— 4.				
Suit:							No.	Stun		□□ 5 .		-		
Pants:								Blind		□□ 6.				
Boots:			Н	IL 1 MOD:				Slow		□□ 7 .				
Ring 1:			н	IL 2 MOD:				Knockb	ack 🗆 🗆 🗆	□□ 8.				
Ring 2:			н	IL 3 MOD:				AILM	ENTS	9.				
Accessory	1:		н	IL 4 MOD:				Curse:	□ IIIness: ַ	10	0			
Accessory	2:		Н	IL 5 MOD:				Disease	e: M 🗆 S 🗆	F 🗆 G	old H.	C		

HERO LEVEL (in 1 box below. You will boxes below and attain	I receive le	evel awa	rds at l	Hero L	evels 1	, 2, 3, 4	, and 5	. In addit													
		HL2						HL3						HL4						HL5	
EPIC LEVEL (E	E L) (Sam	ne proto	col as a	bove,	except	you no	longer	gain +1	Attribu	te Poin	t for ea	ch box	that yo	u fill in.	You or	nly gain	Level	Awards	s now.)		
		EL1						EL2	Τ					EL3						EL4	
V	Vhen you	ı fill in	the b	ox w	ith H	L 2 in	it, yοι	gain	Hero	Level	2. <i>(Sa</i>	ame p	rotoc	ol app	olies f	or the	e rest.	.)			
TEC & STAT PO					C	HARA	CTE	R BAC	KGR	OUNI) & T	RAIT	S			ВА	CKP	ACK	& UN	IITS	
(Where you keep tra	ck of you	r TEC at	ttribute	e.)																	
TECHNIQUE: 1						The 4 Wanderers are a group of wayfarers that were									_	1. Trap Disarm Kit x 2					
						kidnapped and encaged by raiders. Before they were										2. Knockpick x 10					
(Where you spend your	Stat Point	ts from 1	TEC.)		k	brought back to the raider's stronghold, a terrible radiation										3					
Max HP:					s	storm hit, killing almost everybody and knocking out the									_	4					
Initiative:					r	rest. Once the storm past, the 4 found themselves alone,									_	5					
Speed:					U	uninjured, and freed from their cages. They also found that									_	6					
RAD:					t	the stars have now connected their paths, giving them a									_	7					
Craft Mastery:					C	ommor	Soul I	Purpose	·						_	8					
Healing Mastery					_										_	9					
Spell Mastery:					Z	ang is o	one of	these 4	•						_	10.					
Armor:															_						
MAD:					Z	ang is a	greed	y goblii	n that	prefer	s to av	oid co	nfront	ation.	_	(Alc	hemic	cal, Ma	aterial,	&	
SP Armor:					<u>H</u>	He's devious, yet trustworthy to those he calls his friends.									_	Technological Units.)					
Minion Mastery:					Z	ang is a	trave	lling thi	ef tha	t likes	to mai	ntain	a fleet	ing	_	2					
Minion Speed:					а	ppeara	nce. Li	ke othe	er gobl	lins, he	has a	soft s	oot for	kinshi	р.	4.3	A.U	J			
Minion Damage:)				
Song Effect:					T	HIEF AI	BILITIE	S: Mug	ging A	ttacks,	Thief'	s Rele	ase		-		ì				
APPEARANCE 8	ALIGN	IMENT	「(optio	onal)	N	IINJA A	BILITIE	S: Smo	ke Bor	mb					-		M.	U			
					Ī	DEATI	H D6:				(You s	start w	ith all	4.)	-		T.U	J			