NAME			RACE_		HEI	GHT	WEIGH	IT	_ HL	EL T	P/
PRIMARY CLASS_			SUBC	CLASS		soul	_ PURPOSE				LP
CON		AGI		INT		STR		WILL		СНА	
				_							
Stamina		Mobility		Search		Brawn		Curse Res.		Sales	
2 nd Wind		Sp. Jump		Perception		St. Jump		Will to Live		Bargaining	
Immune S.		Finesse		Focus		Brutality		Mental Res.		Distract	
Hit Points	/	Initiative		C. Mastery		Armor		SP Armor		Song Effect	
Vitality	/	Speed		H. Mastery		MAD		M. Mastery		M. Speed	
		RAD		SP Mastery	′			Resistance		M. Damage	
EQUIPM	ENT		A	TTACK RO	OLLS & M	ODS	RESIS	STANCES	U	TILITY BEL	T
L. Hand: _			W	eapon Attac	ks:		Burning	g	1		
R. Hand:							Frost		□□ 2 . .		
Helmet: _							Poison		□□ 3		
Gloves:							Dissolv	e	4. <u>_</u>		
Suit:							Stun		□□ 5. <u>-</u>		
Pants: _							Blind		□□ 6. ₋		
Boots:			Н	L 1 MOD:			Slow		□□ 7. _		
Ring 1:			н	L 2 MOD:			Knockb	oack $\Box\Box$	□□ 8. _		
Ring 2:			н	L 3 MOD:			AILM	ENTS	9		
Accessory 1	L:		н	L 4 MOD:			Curse:	☐ Illness: _	10.	·	
Accessory 2	2:		н	L 5 MOD:			Disease	e: M 🗆 S 🗆	F Gol	ld H	I.C

FEATS

HERO LEVEL	(HL) (You	u start th	ne game at H	ero Leve	I 1 and v	with 0 EX	(P. The ba	ar below	represe	ents you	r Hero	Level exp	erience.	For each	EXP that y	ou earn, fill
in 1 box below. You wi																
boxes below and attail	n Hero Level	l 5, you v	vill begin gai	ning Epic	Level e	xperienc	e.)									
		HL2				Н	L3					HL4				HL5
_			L								I.		L	·	l l	I
EPIC LEVEL (E	EL) (Same	e protoco	ol as above, o	except yo	u no Ion	ger gain	+1 Attrib	oute Poin	it for ea	ch box t	hat yo	u fill in. <u>Y</u>	ou only g	ain Level	Awards no	<u>ow</u> .)
		EL1				E	L2					EL3				EL4
١	When you	fill in t	the box w	ith HL	2 in it,	you ga	in Hero	Level	2. <i>(Sa</i>	ame pr	rotoce	ol appli	es for t	he rest	-)	
TEC & STAT PO	DINTS	СН	CHARACTER BACKGROUND & TRAITS									BACKPACK & UNITS				
(Where you keep tra		TEC att	ribute.)													
TECHNIQUE:													1.			
(Where you spend you	r Stat Points										3.					
Max HP:													4.			
Initiative:													5.			
Speed:													6.			
RAD:													7.			
Craft Mastery:													8.			
Healing Mastery	y: 000												9.			
Spell Mastery:													10	0		
Armor:																
MAD:													(4	Alchemi	cal, Mate	rial, &
SP Armor:														Techno	logical Un	its.)
Minion Mastery:													4	ì		
Minion Speed:														A .	U	
Minion Damage:																
Song Effect:																
														М.	U	
APPEARANCE &	& ALIGNI	MENT	(optional)										_	_		
														7		
				DE	ATH I	D6: _			(You s	start wi	th all 4	1.)		₽ ′ T.⊍	U	