

**Character Name:** \_\_\_\_\_

**Player:** \_\_\_\_\_

**STR** \_\_\_\_\_ *Distinction:*  
**CON** \_\_\_\_\_  
**SIZ** \_\_\_\_\_  
**INT** \_\_\_\_\_ Idea Roll: \_\_\_\_\_%  
**POW** \_\_\_\_\_ Luck Roll: \_\_\_\_\_%  
**DEX** \_\_\_\_\_ Dodge Roll: \_\_\_\_\_%  
**APP** \_\_\_\_\_ Persuade: \_\_\_\_\_%

**ARMOR:**  
 \_\_\_\_\_ points

**HIT POINTS:**

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>

**WEAPONS:**

_____	_____
Attack% _____	Attack% _____
Damage _____	Damage _____
Parry% _____	Parry% _____
Hit Points _____	Hit Points _____

**SKILLS:**

<b>Climb</b> (40%) _____%	<b>Listen</b> (25%) _____%
<b>First Aid</b> (30%) _____%	<b>Sneak</b> (20%) _____%
<b>Hide</b> (20%) _____%	<b>Spot Hidden</b> (25%) _____%
<b>Jump</b> (25%) _____%	<b>Throw</b> (25%) _____%

**SHIELD:**

Parry% _____	_____
Hit Points _____	_____

**GEAR:**

_____	_____
_____	_____
_____	_____

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