

Notes

Character Name		Player Nam	e						
Role					С	HARAC	CTER		
Gender	Ασρ				<u> </u>	CORD			
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ABILITIES	COMB	at Scor	FS	Skili	S		MODIFIERS		KEY
STR STRENGTH	TOTAL		ASE COMBAT	Acrobatics ■	20	TOTAL RANKS	MISC		Dex
	INITIATIVE	DEX		Bluff		$\vdash$	$\vdash$	_	Cha
DEX DEXTERITY			BONUS	Climb			$\vdash$	_	Str
CON	ATTACK BONUS TOTAL		SIZE MISC	Concentration †			$\Box$	I	Wis
INT INTELLIGENCE	MELEE	DEX		Craft ■ ‡			$\Box$		Int
WIS WISDOM	RANGED	DEX		Diplomacy					Cha
CHA CHARISMA	GRAPPLE	DODGE		Disable Device ■‡			Ш	_	Int
CHARISMA	DODGE	BASE DEX	SIZE MISC	Disguise		$\vdash$	$\perp$	_	Cha
SIZE	DODGE PARRY = 10 +			Escape Artist		$\vdash$	$\vdash$	_	Dex
CDEED	PARRY	BASE STR	SIZE MISC	Gather Information Handle Animal ‡			$\vdash$	_	Cha Cha
SPEED	= 10 +			Heal ■‡		$\vdash$	$\vdash$	_	Wis
WEALTH	SAVIN	G THROV	NS	Intimidate			$\vdash$	_	Cha
DEDITE ATTOM	TOTAL			Jump			$\vdash$	_	Str
REPUTATION	TOUGHNESS	CON		Knowledge <b>■</b> ‡			$\Box$		Int
CONVICTION	FORTITUDE	CON		Knowledge ■‡					Int
	REFLEX	DEX		Knowledge ■‡					Int
	WILL	WIS		Knowledge ■‡					Int
-				Notice ‡			$\vdash$	_	Wis
	E TRACK	FAT	IGUE	Perform			$\vdash$	_	Cha Cha
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00	10+ 🖵 Disabled	Exhaus	sted 🗆	Sleight of Hand $\blacksquare$					Dex
Unconscious 📮	15+ 🖬 Dying	Exilaus	steu 🔟	Stealth				Ι	Dex
	Dead			Survival			Ш	_	Wis
	WEAPONS			Swim			$\sqcup$	؛ اـــــا	Str
Weapon	Attack Damaş	ge Critical	Range			$\vdash$	$\sqcup$	$-\!+$	
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 $\blacksquare$  Cannot be used untrained - † Cannot take 10- ‡ can take 10 or 20

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				+						
Currer	nt Load				Total Weight					
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Movement	- BACE C		× BASE SPEED =	A W BACE CREED						
LOAD	MAX DEX	СНК РЕ	N SPEED	ALL-OUT						
Light	normal	norm	al normal	normal						
Medium	+3	-3	2/3	normal						
Heavy	+1	-6	2/3	-1 mult						
Maximum	+0		5 ft.							
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					FEATS & SPEC	IAI ARIII	TIFS			
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						POWER BONU TOTAL RANK			SAVE DIFFICU TOTAL	
						TOTAL RANK	ADILITY I	1150		½ LEVEL ABILITY MISC
							1		= 10	+
						* LEVEL +3 (LEV	EL IF MIXED-	ROLE)		

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