ROLEPLAY	
SOULDOUND	AR
	AC

		ARCH	HETYPE		SPECIES				
		AGE	NMV	EYES	HAIR		HEIGHT	WEIGHT	
CHARACTER NAME		DISTINGUISHING FEATURES						XP	
		SKILLS							
		*	1	M		M	A market and the		AND ALL
BODY	Arcana		FOCUS ♦ ♦ ♦	DEVOTION		FOCUS	MEDICINE		
	ATHLETICS		\$	Dexterity		\$ \$\$	Міднт	000	**
MINID	AWARENESS		* *	Entertain	000	* *	Nature	000	**
MIND	BALLISTIC SKILL		*	Fortitude		\$	Reflexes		**
	Beast Handling		\$	Guile		\$	STEALTH		**
SOUL	CHANNELLING		\$	INTIMIDATION		\$	SURVIVAL		**
	CRAFTING		\$	INTUITION	000	\$	THEOLOGY	000	\$
	DETERMINATION		\$	Lore	000	\$	WEAPON SKILL	000	*
GOALS				TA	LENTS		NATUR	AL AWARI	ENESS
No.		*	P	1		N	A	K	

CONNECTIONS

			(COMBAT ABILITIE	S			WOUNDS
EXTRAORDINARY SUPERB GREAT GOOD AVERAGE POOR	く「非後なななる。	●恭校な今々。	●様様や今々。	ATTACK DN OR OR VS Two or more steps higher One step higher Equal One step lower Two or more steps lower	DN 2 3 4 5 6	INITIATIVE	METTLE Current Total TOUGHNESS Current Total	
WEAPON			POOL	FOCUS DAMAGE TI	RAITS	Contraction of the second		MORTALLY WOUNDER

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