

Character Name		Player Name	
Description			
Attributes (Total 15, max 5, min 1.)	Combat	(Take values from Attributes and	Gearl
		HIGHER OF STR OR INT	
STR DAMAGE AND MOVEMENT	Power		Damage Reduction
INT INITIATIVE AND DAMAGE	Initiative		Current Resolve (Defense minus damage)
CUN MOVEMENT AND INITIATIVE	Movement	= + ARMOR	
LUC ATTACK ACCURACY	Accuracy	= SHIELD	
BRA DEFENSE Bravery	Defense	= 15 + = H = H = H = H = H = H = H = H = H =	
	Specific skills ha	ave one condition. Signature skills h	
DESCRIPTION			BONUS CONSUMED
General			+1
Specific			+3
Specific			+3
Signature			+5
Hindrances/Boons (You will receive	boons as you ad	lventure.)	
Gear (Choose any weapons or mundane	e items. Armor ar	nd shields are optional, and value is	from 0 to 3.)
Armor		Shield	
	_		
		d for damage and precision values.)	
Attack #1			Heal #1
Features	_ Features _		Features
	Precision		Healing
	Damage	BASE POWER	
Attack #3	_ Attack #4_		Heal #2
Features	Features		Features
Precision = + ACCURACY	Precision	= + ACCURACY	Healing
	Damage	= + Power	

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