CHARACTERISTICS MAXMARISMA  CHARISMA  CHARISMA  CHARISMA  CHARISMA  ARMOR RATINGS  SINICATION BULL  ARMOR RATINGS  FENSE RATINGS  SINICATION BULL  ARMOR MAXMARITHMAN  SINICATION BULL  CURRENT DAMAGE  WARDEN  WARDEN  WASTER  WOUNDS  THE SINICATION BULL  WASTER  WOUNDS  THE SINICATION BULL  WASTER  WOUNDS  THE SINICATION BULL  THE SINICATION BULL  WOUNDS  THE SINICATION BULL  THE SINICATION BULL  WASTER  WASTER  THE SINICATION BULL  THE SINICATION BULL  THE SINICATION BULL  THE SINICATION BULL  WOUNDS  THE SINICATION BULL  THE S	CIRCLE: HAIR:		GENDER: SKIN:		AGE:
CHARACTERISTICS CHARACTERISTICS  KARMA POINTS  INITIATIVE ACTURNICE ACTURNICE ARMOR RATINGS  ARMOR PHYSICAL ARMOR  DISCIDENSE  SHIELD  PHYSICAL ARMOR  CIAL DEFENSE  PHYSICAL ARMOR  ANYSTIC ARMOR  CIAL DEFENSE  MYSTIC ARMOR  WARDEN  WARDEN  WARDEN  MASTER  MASTER  MASTER  DISCIPLINE BONUSES  DOWNESS  STORES  DOWNESS	ATTRIBUTES BASE LP CURRENT VALUE INCREASE VALUE STEP ACTION DICE	INITIATE/NOVICE		NE TALENT!	5
THE PROPERTY ALLE  STEP NOS RATINGS  ARMOR  DEFLICTION BOOKS  YSICAL DEFENSE  SHIELD  SHIELD  SHIELD  SHIELD  WARDEN  CUAL DEFENSE  MYSTIC ARMOR  CURRENT DAMAGE  FINANCIA  WARDEN  WARDEN  WARDEN  THRESHOLAY  FINANCIA  FINANCIA	TEMENT RATE CARRYING CAPACITY KARMA POINTS MAX  INITIATIVE				
CURRENT DAMAGE  SIST PER DAY  STEP  ACTION DICE  WOUNDS  BASE  ADJUSTMENT  CURRENT VALUE  WOUNDS  FINALTIES  THRESHOLD  FINALTIES  WASTER  MASTER  MASTER  DISCIPLING BONUSES  DISCIPLING BONUSES  DISCIPLING BONUSES	ARMOR  ARMOR  HYSICAL DEFENSE  SHIELD  PHYSICAL ARMOR  DEFLECTION BONUS  SHIELD  PHYSICAL ARMOR  DOIAL DEFENSE  MYSTIC ARMOR				·
MCLEE WEAPONS DAMAGE STEP SIZE FORGED  DISCIPLINE BONUSES	CURRENT DAMAGE  RECOVERY STEP ACTION DICE  NCONSCIOUSNESS BASE ADJUSTMENT CURRENT VALUE  WOUNDS THRESHOLD PENALTIES				·
	MELEE WEAPONS	CIRCLE BONUS/ABILITY	DISCIPLIÈ	ne bonuse	·S

	INITIATE/NOVICE	OTHER TALE	NTS		
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	JOURNEYMAN			+=	
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WAY TOUTHAIL NAME				,=	
SHORT DESCRIPTION				.+=	
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	_	SKILLS			
	SKILL NAME		ON STRAIN ATTRIBUTE	RANK STEP AG	CTION DIG
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RACIAL ABILITIES				+=	- 3
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TOTAL LEGEND POINTS CURRENT LEGEND POINTS				+ =	



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	GOLD PIECES (10:1) SILVER PIECES (1:1) COPPER PIECES (1:10)	
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	BLOOD MAGIC	THREAD MAGIC
түре		RGET RANK LP COST EFFECT
	PATTERN ITEMS	
ITEM	ТҮРЕ	
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## MAGICAL TREASURE NAME: NAME: \_\_\_ MAX. THREADS: \_\_\_\_ SPELL DEFENSE:\_\_\_\_ MAX. THREADS: \_\_\_\_ SPELL DEFENSE: DESCRIPTION: \_\_\_ DESCRIPTION: \_\_\_\_\_ THREAD RANKS THREAD RANKS

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## ADDITIONAL DISCIPLINE

INITIATE/NOVICE	DISCIPLIN	E TAL	ENTS					DISCIPLINE BONUSES
ALENT NAME	A	ACTION STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE	CIRCLE	BONUS/ABILITY
			+	=	:			
			+	=	:			
			+		·			
			+		·			
			+	-	·			
			··					
			+					
OURNEYMAN			+					
			+-	=				
			+				- —	
			+	=	:		- —	
VARDEN			+	=	·			
			+		·			
			+					
			+	_				
			· <del></del> ·					
MASTER			+	=	·			
			+		:			
			+		:			
			+				- —	
NITIATE/NOVICE	OTF	IER TA		'S				WADIFA DIMITAT
ALENT NAME		EARA	ACTION S	TRAIN	ATTRIBUTI	E RANK STEP	ACTION DICE	KARMA RITUAL
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ARMINI THE REAL PROPERTY.			J			_+=		