ADE	MATAN	E	┝┥┙┙┙┙┝
ANTHROPOMORPHIC FA	NTASY ROLE-PLAYING	Nar	
<i>Race</i> Hal	bitat: Senses:	•	Bogg Speed
C areer	List your	Trait Dice in the dotted	
	Diank at	the top of each scroll. py those Trait Dice next to	老田 テス
	· · · · · · · · · · · · · · · · · Skills to v	which they apply.	
	Skills (Favored Use)	Experience	
			$\overline{\mathbf{N}}$
		0000	
		0000	大日 开告
			VER 20X
 			
		0000	Ht: hands Size & Wt. : stone
			Dash: paces Stride: paces
			Lift: Strength:
 			Gifts and Flaws
			Racial Gifts & Flaws
			Gifts and Flaws Racial Gifts & Flaws
		() · · · · · · · · · · · · · · · · · ·
			Personal, Social, & Esoteric Gifts
┨		Magic Poin Magic Poin Magic Poin Will Trait	+
			4dl2
Imbrance A negative num	ber is a Move penalty. List Move in blanks, be	low. This limits the size of Dodge Dice, et	tal
	<pre>4<lift bonus<br="">Encumbrance ►►</lift></pre>		4d12 4d12 4d12 4d12
ll "+" boxes greater than your Lift Bonus. a box. Once you run out of "+" boxes, you	For each stone you dl2 dl0 d	8 d6 d4 = Encumbrance I	lmit l l l l l l l l l l l l l l l l l l l
ment			7992
and and	_ Initiative (Speed Dice & Mind		External & Internal Flaws (For starting characters, not to exceed -10 points)
ead		Dice and Resolve Skill Dice)	(For starting characters, not to exceed - 10 points)
ody kup	- Maneuvers - Name Rank To-	Hit Dice Damage Specie	al
ack	Strike First First		[] [j.]
	Strike Sure Second		ຽ
	Strike Hard Second		Self-Improvement
	Strike Hard Second		Self-Improvement
	Strike Hard Second I I I I I		Self-Improvement Self-Improvement<
	Strike Hard Second	(from shield) with all Defenses.)	Self-Improvement ssd. option 1)
	Defenses (Note: include Cover Dice Name Dice	Armor	Self-Improvement ssd. o 1) 2) 3) 4)
urse Lurse Ling Bu-qian = Sum of all Career Dice	Defenses (Note: include Cover Dice		1) p 2) p 2) p 3) p