Name:) Leggn	hel of a	A.Z
CLAN:		SCH	OOL:				SA FRAN		
Rank:		Insi	GHT:	GS X 10) + SKILLS + INSIGH	T RONUSES				7
			(35 % 10) 1 3111223 1 11131311	. 50.110525		ROLEPLAY	ing Ga	ME
Earth	MILLPONTA	Water	RERCEPTION	Fire	JANA STATE	Air	PANARENESS	Void	
))	\cup		\circ		D POINTS SPE	INT
PRIMARY WEAP ROLL TO ATTACK (TRAIT/WEAPON SKILL)	ON		Carr				VOII	D POINTS SPE	
DR QUALITY	Y		SKI skill		ЕМРНА:	SES		RANKS	SCHOOL SKILL
ARMOR									
	QUALITY								
SPECIAL ABILITIES									
TN TO BE HIT									
TN TO BE HIT = REFLEXES X 5 + ARMOR + OTHER MODIFIERS OTHER MODIFIERS									
INITIATIVE									
ROLL REFLEXES/SCHOOL RA	ANK								
CURRENT INITIATIVE									
WOUNDS (EARTH X	(2 PER LEVEL, EART	TH X 5 FOR OUT)							
WOUND LEVEL	TOTAL	CURRENT							
HEALTHY (+O)									ğ
NICKED (+3)									
GRAZED (+5)						CTEDY ADMITTE			
HURT (+10)					MAS	STERY ABILITIES			
INJURED (+15)									
CRIPPLED (+20)									
DOWN (+40) MUST SPEND VOID TO ACT									
OUT CANNOT ACT									_
GLORY:	HONOR:	STA	TUS:	SHADOV TAINT: _	vlands	EXPERIENCE POINTS			

EQUIPI	HERITAGE	
		PORTRAIT
	Arrows	
	ТҮРЕ	QTY.
		ADVANTAGES
		_
TECHNIQUES, SPELLS, KATA, KI	HO, SHADOWLANDS POWERS	
		DISADVANTAGES