## Name Player FortresS Profession \_\_\_\_\_ Age \_\_\_ Sex \_\_\_\_ edge of the realm Deities Ethnicity\_\_\_\_\_ Portrait Attributes 2d6+6 Intelligence Dexterity Wisdom Strength Constitution Charisma 3: 0 | 4-5: 1 | 6-8: 2 | 9-12: 3 | 13-15: 4 | 16-17: 5 | 18: 6 Reputation -– Skills — Hit Dice 000000 Bonus to All Chaotic 🗲 Selfish -Awaraness Erudition 00000 Wis 00000 Int Combat -Bushcraft Investigation 00000 Wis Brutal Agile Successful initiative Agile: Attack twice Brutal: Fight & damage +2 Fight Brute Force Medicine 00000 Dex | Str Stealth: Attack unaware 00000 Str 00000 Wis Against unaware: Chant Eliminate: Damage bonus d6 Knock out: Hit head Sorcery Defense 00000 Wis 00000 Int AC+Shield+ Subdue: Threaten throat Dex/Acr | Fight Attack twice: Standard damage Charm Will 00000 Cha 00000 Wis **Defensive Fighting** Attack -4, Defense +4 Endurance Damage Bonus 00000 00000 Weapons 00000 Damage Range Weapon+Bonus S / M-2 / L-4 00000 10' / 20' /30' 1d4 Dagger Acrobatics Stealth 00000 Dex 00000 Sleight of Hand Tinkering 00000 00000 Ignore dexterity when Encumbered - Hit Points – Travel Endurance test on - failed bushcraft - third leg onward Test is difficult(24) if

Current

movement 30 or less

	Scroff Case	Runes —
Clothing, dagger		
Best Pouch	Movement —	Known Languages Not known
Ser o vaen	Cautious walk yards/minute	
	Melee feet/round Run yards/round	Slav
	Walk miles in one hour without fatigue: Rate/10	
	Unencumbered and no armor 50	
Silver Gold Gems	Unencumbered and light armor 40 Encumbered or medium armor 30* Heavy armor 20* Severely encumbered 10*	
Maximum of 100 coins	* +10 if above average strength	
—— Itoms on Person ——	Notes	
Items on Terson	Notes	
Packings —		
Encumbered		
oered		
Silver Gold Gems		
£xtra —		
LXira — see		
Severely Encumbere		
ımbere		