

Name	
Class	
Ancestry	
Description	

	SCORE	MOD
Strength		
Dexterity		
Mind		

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	MAX	CURRENT
Hit points [HP]		
Wound points [WP]		

Initiative	10 + DEX	
Combat bonus	LEVEL /	
Melee	STR + CB	
Missile	DEX + CB	
Magic	MIND + CB	

WEAPONS	RANGE	DAMAGE

BACKGROUNDS	BP

ARMOR & SHIELD	DEFENSE	ARMOR CLASS
		10 + DEX + Armor + Shield

ITEMS ON SELF	ITEMS IN STORAGE

Checks and Saves: D20 + Level + Modifier + BP

SPELLS

Copper	Silver	Gold
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