Character Name:

Initiative: 2d10+0

Profile

Race:				Height:	
Realm:				Weight:	
Armor Type:		Level:		Age:	
Build (3d10):		XP:		Gender:	
Realm Stat:		Bonus:		Culture:	

Durability

	Max	Value	75%	50%	25%	10%
Health						
Power						
Fatigue						
Armor:			-10	-20	-30	-50

Statistics

		Temp	Pot	Bonus	Race	Special	Total
	CO						
Academic	IN						
0	ME						
	RE						
Athletic	AG						
0	QU						
	ST						
Social	EM						
0	PR						
	SD						

Defenses

MMP		Detail	Totals	Resistances	
Armor Penalty:			Dodge	Channel	
Stats (QUx3):				Essence	
Qualities:				Mental	
Reflexes:				Poison	
Shield Bonus:			Shield	Disease	
Qualities:				Fear	
Miscellaneous:					

Encumberence and Movement

Base Rate:			
Armor/Stat Modifier:			
Basic Speed:			
Encumberence:			
Load	Fatigue	Move	Capacity
No Load	+0		
Light	+1		
Medium	+2		
Heavy	+3		
Xhvy	+4		
Drag	+10		

Primary Skills	Rank	Bonus
Climbing		
Disarming Traps		
Perception		
Picking Locks		
Riding		
Stealth		
Swimming		
Assensing		
Runes & Rituals		
Use Magic Device		
Pain Tolerance		

Racial Details

Soul Departure:	
Body Development:	
Power Point:	
Recovery Rate:	
Hits/hour resting:	
Hits/8 hr sleep:	
PPs/hour resting:	
PPs/8 hr sleep:	
Fatigue/min rest:	

Languages

Dialect	Rank
Taldane	
Dwarf	
Elf	
Gnome	
Halfling	

Offensive Options

Attack	Bonus	Fumble	Break	Ranges

Equipment & Trappings

Item	Count	Location	Weight	Encumb