Character Name:				REA	LMS OF	
Species:			70 1000	TOWN.	RIGHT	
Career:						
Player:					THE REPORT OF	
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SOAK VALUE	W	OUNDS	STI	RAIN	Defens	SE
		\top	-			
	Threshol	ld Current	Threshold	Current	Pangad	Melee
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Brawn	AGILITY	Intellect	CLINNING	WILLPO	WED D	RESENCE
DRAWN	AGILITY	INTELLECT	CUMMING	WILLPO	WER	RESERVE
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			Skills	14/1-2/		
GENERAL SKILLS Alchemy (Int)	CAREER?	RANK	COMBAT SKILLS Brawl (Br)		CAREER?	RANK
Athletics (Br)		\rightarrow	Melee-Heavy (Br)			$\rightarrow \rightarrow \rightarrow$
Cool (Pr)	(Melee-Light (Br)			\rightarrow
Coordination (Ag)	(\longrightarrow	Ranged (Ag)			$\rightarrow \rightarrow \rightarrow$
Discipline (Will)		\longrightarrow	SOCIAL SKILLS	14		
Mechanics (Int)		\longrightarrow	Charm (Pr)			$\rightarrow \rightarrow \rightarrow \rightarrow$
Medicine (Int)	(\longrightarrow	Coercion(Will)			$\rightarrow \rightarrow \rightarrow$
Perception (Cun)		\longrightarrow	Deception (Cun)			$\rightarrow \rightarrow \rightarrow$
Resilience (Br)		$\rightarrow \rightarrow \rightarrow \rightarrow$	Leadership (Pr)			$\rightarrow \rightarrow \rightarrow$
Riding (Ag)			Negotiation (Pr)	V- 40		
Skulduggery (Cun) Stealth (Ag)		→ → → → →	Adventuring (Int)	LLS		$\rightarrow \rightarrow \rightarrow$
Streetwise (Cun)		$\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$	Forbidden (Int)			$\rightarrow \rightarrow \rightarrow$
Survival (Cun)		\rightarrow \rightarrow \rightarrow	Lore (Int)	ESK LUES		\rightarrow
Vigilance (Will)		\longrightarrow	Geography (Int)			$\rightarrow \rightarrow \rightarrow$
MAGIC SKILLS		RANK	CUSTOM SKILLS		744	RANK
Arcana (Int)	(\longrightarrow				$\rightarrow \rightarrow \rightarrow \rightarrow$
Divine (Will)		\longrightarrow				\rightarrow
Primal (Cun)		\longrightarrow				\rightarrow
Runes (Int)		$\rightarrow \rightarrow \rightarrow \rightarrow$				$\rightarrow \rightarrow \rightarrow$
Verse (Pr)	<u> </u>	<u> </u>				\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
		w	Teapons Teapons	The state of		
WEAPON	SKILL	DAMAGE	CRIT	RANGE		SPECIAL
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STRENGTH:	FLAW:			
TP LINE				
DESIRE:	FEAR:			
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Weapons & Armor:	EQUIPMENT LOG PERSONAL GEAR:	The second		
		a demies	WHITE SEE CAN	
		TARREST.		
		CHARACTER DESCRIPTION		
		Gender:	Age:	
	Silver:	Height:	Build:	
		Hair:	Eyes:	
Name:	Heroic Ability	Notable Features:	The second	
I VAIVIL.				
ORIGIN:				
PRIMARY EFFECT:			CRITICAL INJURIES	
PRIMARY EFFECT:		SEVERITY	RESULT	
Upgrades:				
	S A TANK TO THE			
TOTAL ABILITY POINTS:	AVAILABLE ABILITY POINTS:			
		es and and	a fine she	
		TALENTS AND	Special Abilities	
NAME PAGE #	\triangleright		ABILITY SUMMARY	
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