

Player Name:

Adventurer Name:

Training Style(s):

Specialization(s):

Gender:

Hgt:

Wgt:

Age:

PR:

MP

Best Melee TH:

helmet

HD DP

Best Missile TH:

Static DR

Mental Strength:

score

bonus

Intellect:

score

bonus

-2 to all actions for each extra action

TH melee damage

Physical Strength:

score

bonus

Total DP:

+/- DP

Health:

score

bonus

MaxCarry

parry

armor

CH DP

armor

LA DP

armor

ST DP

armor

RH DP

armor

LH DP

Luck:

score

Item(s)

Item(s)

Offensive Attitude:  
+1 INIT, +1 TH,  
-2 Defensive

armor

RL DP

armor

LL DP

Defensive Attitude:  
-2 INIT, -2 TH,  
+1 Defensive

TH Bonus

Quickness:

score

bonus

INIT

Coordination:

score

bonus

dodge

armor

RF DP

armor

LF DP

Equipment / Gear

Treasures