	NAME —		PHYS (Apt D)	G
LEVEL	HERITAGE BACKSTORY APTITUDE DIE		FOCUS (Apt D)	S
PU	RSE	SUPPLIES	SKILL POIN	NTS
			Conceal	
			Detect	
			Knowledge	
			Search Social	
V GE	AK		Wilderness	
		 AMT:		(Apt D
		 AMT:		
		 AMT:	TRAINING/SENSES/L	ANGUAGES
		 AMT:		
		 AMT:	WHO AM I?	
		 AMT:		
		AMT:		
		 AMT:		
		 AMT:		

PHYS —	GRACE -	
(Apt D)	(Apt D)	
FOCUS	SKILL —	
(Apt D)	(Apt D)	

SKILLE	POINTS _	
Conceal		(Apt D)
Detect		(Apt D)
Knowledge		(Apt D)
Search		(Apt D)
Social		(Apt D)
Wilderness		(Apt D)
Fate		(Apt D)



RESOLVE -	
	max

-	SPEED		
_		feet	

AFFINITIES _____

PHYSICAL DEF.

MENTAL DEF. -



AVERSIONS

11/	
	SENSES

PASSIVE DETECTION

XO	STATUS EFECTS
	tft(1)

Afflicted

Agony

Concealed

Fallen

Hampered

Helpless

Staggered

Stuck

Winded

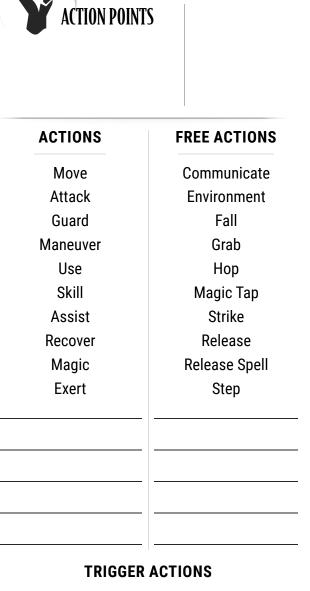
Wounded

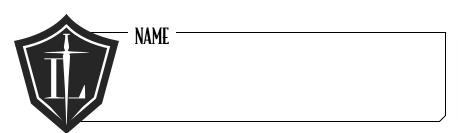
Damage

Property

Dying







/ MAGIC TAP	$\overline{}$
<u> </u>	

_	POWERFUL SPELL	$\overline{}$
-	max	

HERITAGE BONUSES	GE BONUSES ARCHETYPE BONUSES		MAGIC SOURCE	
LVL 1	LVL 9			
LVL 3	LVL 11			
LVL 5	LVL 13			
LVL 7	LVL 15			
ASPECT BONUSES		SPELL OPTION	ONS	
/				
//				
/				
/				
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/				
		NOTES		
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