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3rd Edition

Character Name	Bashnow
Race, Sex, Age	Cyclopsling, Male, Young
Appearance	
Mannerisms	
Speech	
Notes	

Combat	5	Magic	1
Coordination	5	Nature	2
Corruption	1	Strength	6
Intellect	2	Willpower	2

Dark Vision	6	Spring	1 / 3
Movement	2	Skin	0
Size	6	Fist	1
Life Force	5		

Armor and Weapons	Rating
(A) Enchanted, Large Half-Chain	3
(W) Massive Two-Handed Axe (Size 6)	4
All Out Defense = 3 + 3 + 1 = 7	

Miscellaneous Equipment

He has two 45-packs and a small barrel of water

Defense Roll:

	Rating
Total Armor	3
Adjustment	3
Total Dice:	6

Attack Roll:

Weapon	Rating
Axe	4
Adjustment	2
Total Dice:	6

Counter Attack:

Weapon	Rating
Axe	4
Adjustment	**3**
Total Dice:	7

Hit Points:

Max Hit Points 16

Keep Track of Current Hit Points:

16

Saved EP None

Special Abilities / Strengths / Weaknesses

His massive axe can be used as a siege weapon against inanimate objects, as well as troops in a formation.

Adventure History / Comments

He fell asleep on a beach and woke up in the New-Zella city. He has no experience and is looking to follow a leader.

Magical Items: (Enchanted and Legendary)

1.
2.
3.
4.

Item #	Spell Glyph	Hidden	Rating	Found	Known
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐

Treasure

Gold Coins 11 Gold Bits 17