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3rd Edition

Character Name	Sihnnor (say SIN-er)
Race, Sex, Age	Nightstalker, Male, Very Young
Appearance	Dark blue shell with blonde hair
Mannerisms	Taps his foot
Speech	
Notes	

Combat	9	Magic	1
Coordination	6	Nature	2
Corruption	1	Strength	1
Intellect	1	Willpower	2

Dark Vision	18	Spring	4 / 7
Movement	3	Shell	2
Size	1	Bite, Claws	3
Life Force	3		

Armor and Weapons	Rating
(A) Shell	2
(A) Wooden shield	1
(A) Enchanted steel shield	2
(W) Bite	3
All Out Defense = 5 + 3 + 1 = 9	2d

Miscellaneous Equipment

Carries no equipment and finds things to eat and drink along the way.

Defense Roll:

	Rating
Total Armor	5
Adjustment	3
Total Dice:	8

Attack Roll:

Weapon	Rating
Bite (twice)	3
Adjustment	3, 3
Total Dice:	6, 6

Counter Attack:

Weapon	Rating
Bite	3
Adjustment	**3**
Total Dice:	6

Hit Points:

Max Hit Points 11

Keep Track of Current Hit Points:

11

Saved EP None

Special Abilities / Strengths / Weaknesses

He is immune to all fear and horror.

Adventure History / Comments

He remembers that he grew up in the sewers of New-Zella city, but he can not remember how he got to the surface, or how to get back into the sewers.

But that's OK, because he is more concerned with the future and battles yet to be.

Magical Items: (Enchanted and Legendary)

1. Enchanted metal shield
2.
3.
4.

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

Treasure

He caries his money in a small belt pouch

Gold Coins 2 Gold Bits 7