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3rd Edition

Character Name	Zee-Key
Race, Sex, Age	Adventure Beetle, Male, Young
Appearance	Scruffy looking and drools a bit
Mannerisms	Looks over his left shoulder a lot
Speech	
Notes	

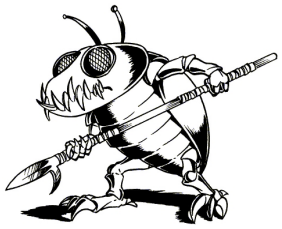
Combat	8	Magic	1
Coordination	2	Nature	1
Corruption	1	Strength	4
Intellect	2	Willpower	1

Dark Vision	6	Spring	2 / 6
Movement	2 / 4	Shell	1
Size	2	Bite	2
Life Force	4		

Armor and Weapons	Rating
(A) Shell	1
(A) Enchanted Staff	3
(W) Enchanted Staff	3
All Out Defense = 4 + 3 + 1 = 8	

Miscellaneous Equipment

He has a 45-pack, two water skins, and a bottle of read wine. He has two weeks standard rations.



Defense Roll:

	Rating
Total Armor	4d
Adjustment	3d
Total Dice:	7d

Attack Roll:

Weapon	Rating
Staff	3d
Adjustment	5d
Total Dice:	8d

Counter Attack:

Weapon	Rating
Adjustment	3
Total Dice:	6d

Hit Points:

Max Hit Points

Keep Track of Current Hit Points:

22

Saved EP: None

Special Abilities / Strengths / Weaknesses

When he flies he moves 4 inches but can only fly in a straight line with no turns.

When he lands he spins helplessly on his back for the rest of this round and the next

Adventure History / Comments

He was born one of four dozen in a garbage pile in a back alley of New-Zella city.

He really wants to go on a big adventure, but so far he has never even left the city.

He has managed to survive a few small street fights.

Magical Items: (Enchanted and Legendary)

1. Enchanted staff (+1d modifier) with no spell glyphs
2.
3.
4.

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

Treasure

He carries his money divided equally between two different belt pouches.

Gold Coins: 9 Gold Bits: 17