Special

- All Out Attack
- All Out Defense
- Run Away
- Look Around
- Turn Undead
- Battle Song
- Charm a Beast

Moving

- Move
- Sprint
- Jump (Run)
- Jump (Sprint)
- Stand Up
- Quick Stand

Attacking

- Aim
- Battle Cry
- Attack

Defending

- Parry
- Take Cover

Back Stabbing

- Hide
- Sneak
- Sneak Attack

Combat Jumps

- Jump (Run)
- Jump (Sprint)
- Landing Attack

Fighting Dirty

- Frighten
- Nudge
- Taunt
- Trip

Falling Down

- Fall Down
- Stand Up
- Quick Stand

Character Name

Player Name
Date Created

CB	CN	CR	IN	MG	NT	ST	WP

DV	MV	JP	SZ	LF	LK	PR	XP

Current HP

Race
Age
Hair
Eyes
Sex

Race Abilities (racial abilities, etc.)

Languages:

Perks & Flaws (what makes you different)

Personality: (description)

RED Combat (CB) Dice: (default / standard adjustments)

(D) Defense Adjustment =   Max = +3d

(A) Attack Adjustments =   Max = +5d (each)

Armor & Weapons: (sword, shield, ring, etc.)

BLUE Defense Pool =

WHITE Attack Pool =

Primal (PR) Rating

3	
6	
9	
12	
15	
18	
21	

Items Carried: (not armor & weapons)

Ready Pack, …

Spell Glyphs

Initiative	Move
BLUE Defense Pool	WHITE Attack Pool

Gems	Gold	Silver