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	AC	JP	SZ	LK	PR	XP

Life Force: _____
Max HP: _____
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 = 1d + ___ p	Moves / Actions
		BLUE Defense Pool	WHITE Attack Pool

Gems	Gold	Silver
Iron	Copper	Toes