Conneted	Character					Discour Names		
Special						Player Name		
All Out Attack All Out Defense	Name					Date Created		
		60		NT				Dese
Run Away	CB CN	CR	IN MG	NT	ST WP	Life Force		Race
Look Around						Max HP		Age
Turn Undead						Current HP		Hair
Battle Song	DV MV	AC	JP SZ	LK	PR XP			Eyes
Charm a Beast								Sex
Moving	Race Abilities			(raci	ial abilities, etc.)	Personality:		(descriptior
Move								
Sprint								
Jump (Run)								
lump (Sprint)								
Stand Up								
Quick Stand	Languages:							
	0.000					5 M		
Attacking						E.		2
Aim	Perks & Flaws			(what mak	es you different)	1.1		
Battle Cry	FEIKS & HUWS			(what make	es you ungerenty	-		
Attack								
ALLACK								
						1. The second		
Defending						6		1
Parry								
Parry Take Cover								
Parry Take Cover	RED Combat (CB	i) Dice:	(def	ault / standa	rd adjustments)	Primal (PR) Rat	ing	
Parry Take Cover Back Stabbing	<b>RED Combat (CB</b> (D) Defense Adju		(def	ault / standa	rd adjustments) Max = +3d	Primal (PR) Rate	ing	
Parry Take Cover ack Stabbing Hide Sneak	(D) Defense Adju	istment =	(def		Max = +3d		ing	
Parry Take Cover Back Stabbing Hide Sneak		istment =	(def		-	3	ing	
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack	(D) Defense Adju (A) Attack Adjust	ustment = tments =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9	ing	
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack	(D) Defense Adju (A) Attack Adjust Armor & Weapo	ustment = tments = ons:	(def	Ŵ	Max = +3d	3 6 9 12	ing	
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run)	(D) Defense Adju (A) Attack Adjust	ustment = tments = ons:	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15	ing	
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint)	(D) Defense Adju (A) Attack Adjust Armor & Weapo	ustment = tments = ons:	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12	ing	
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) anding Attack	(D) Defense Adju (A) Attack Adjust Armor & Weapo	ustment = tments = ons:	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21		
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) anding Attack	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: pol =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21 Items Carried:		(not armor & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) anding Attack Fighting Dirty Frighten	(D) Defense Adju (A) Attack Adjust Armor & Weapo	ustment = tments = ons: pol =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21		(not armor & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) anding Attack Fighting Dirty Frighten Nudge	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: pol =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21 Items Carried:		(not armor & weapon.
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Jump (Sprint) anding Attack Fighting Dirty Frighten Nudge Taunt	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: pol =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21 Items Carried: Ready Pack,		(not armor & weapons
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) anding Attack Fighting Dirty Frighten Nudge	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: pol =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21 Items Carried:		(not armor & weapon:
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) .anding Attack Fighting Dirty Frighten Nudge Taunt Trip	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: pol =	(def	Ŵ	Max = +3d 1ax = +5d (each)	3 6 9 12 15 18 21 Items Carried: Ready Pack,		(not armor & weapon
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Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Jump (Sprint) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge Taunt Trip Falling Down	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: bol = bol =	(def	N (sword, s	Max = +3d fax = +5d (each) shield, ring, etc.)	3 6 9 12 15 18 21 Items Carried: Ready Pack,		(not armor & weapons
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Frighten Nudge Taunt Trip Falling Down Fall Down	(D) Defense Adju (A) Attack Adjust <i>Armor &amp; Weapo</i> BLUE Defense Pc	ustment = tments = ons: bol = bol =	(def	N (sword, s	Max = +3d fax = +5d (each) shield, ring, etc.)	3 6 9 12 15 18 21 Items Carried: Ready Pack,		(not armor & weapons