



Name:

Race:

Class:

Level:

Damage:

Alignment:

Hit Points:

Armour:

Resting:

Stats		Use For	Advantage
Strength		Melee, Climb, Jump, Swim, Breaking things	
Dexterity		Missile, Open locks, disarm traps, legerdemain	
Constitution		Resist poison, disease, alcohol, Recover, Stamina	
Intelligence		Lore, Spell casting, Resist magic, Sanity	
Wisdom		Resist deception and illusion, Art, Perception, valuation	
Charisma		Communication, Charm, Persuasion	

Abilities

Aspects

Equipment

Saga

Portrait

Bonds

Deity

Spells and Notes

