

TEGWYN SAGA

Name _____ Meaning _____

Race _____

Classes _____ Level _____

Played by _____

Experience _____ / _____ Needed

Max HP _____ Speed _____

Max MP _____ Spell _____

Max DP _____ Range _____

5 = 1 space
7 = diagonal

STR _____

END _____

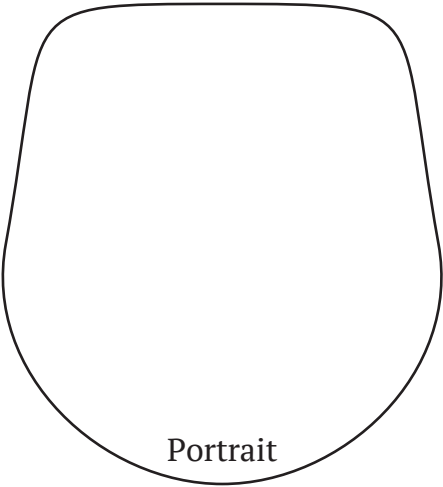
DEX _____

AGI _____

MAG _____

AUR _____

Attribute Die



Current HP _____

Current MP _____

Current DP _____

- Alchemy _____
- Charm _____
- Crafting _____
- Creature Lore _____
- Learning _____
- Riding & Driving _____
- Security _____
- Stealth _____
- Trade _____
- Wilderness Lore _____
- Wits _____

Race & Class Abilities

Weapon/Spell	Accuracy	Power	Swing	Critical	Range	Parry

Dodge _____

Shield _____

Armor _____

Defense _____

Armor + END

Specials/Notes:

May parry melee with melee weapon; otherwise, dodge.

Description • Personality • Backstory

Consumables

Item _____

□ □ □ □ □ □ _____ Refills

Item _____

□ □ □ □ □ □ _____

Item _____

□ □ □ □ □ □ _____

Item _____

□ □ □ □ □ □ _____

ATTRIBUTES	Start	Cost	Base	Die
Strength (STR)				
Endurance (END)				
Dexterity (DEX)				
Agility (AGI)				
Magic (MAG)				
Aura (AUR)				
Bonuses & Penalties				Attribute Points

WEAPON MASTERIES	
Unarmed	
Blunt	
Edged	
Pole	
Throwing	
Archery	

Languages

INVENTORY

Silver

NOTES

