IDENTITY	APTITUDES	QUIRK	GEAR
	MIGHT Smash, crush, lift TRAIT -2 -1 0 +1 +2 BONUSES/PENALTIES	ABILITIES	INVENTORY SLOTS ADDITIONAL SLOTS BASE
NAME	DEFTNESS Dodge, sneak, leap TRAIT -2 -1 0 +1 +2 BONUSES/PENALTIES		
SPECIES SIZE HOMELAND LANGUAGES	GRIT Cling, persist, press on TRAIT -2 -1 0 +1 +2 BONUSES/PENALTIES		
PURVIEWS My history grants me a Minor Bonus (+2) on	INSIGHT Notice, know, remember TRAIT -2 -1 0 +1 +2 BONUSES/PENALTIES		
DESCRIPTION	AURA Persuade, inspire, terrify TRAIT -2 -1 0 +1 +2 BONUSES/PENALTIES		
COMBAT VALUES		SOCIAL BONDS & REPUTATIONS	
Add to my Attack rolls WEAPON WEAPON BONUSES WEAPON BONUSES BASE ATTACK BONUS BONUS BONUS BONUS BONUS	HEARTS TOTAL Protecting me from injury BASE BONUSES/PENALTIES INJURIES		Retrieving items takes 2 Actions from a BACKPACK 1 Action from a TRAVELER'S BAG WEALTH
DEFENSE RATING Match or best this to harm me BONUSES/PENALTIES BASE	SPEED RATING Sets Areas I can move through SLOW · 0 Areas AVERAGE · 1 Area FAST · 2 Areas V. FAST · 2 Areas	ALLEGIANCE DARK ALLEGIANCE POINTS BRIGHT ALLEGIANCE POINTS BRIGHT GIFTS GIFTS TWILIGHT BRIGHT BRIGHT	100 Stones = 1 Coins, 100 Coins = 1 Gem STONES COINS GEMS XP CURRENT XP XP FOR NEXT RANK