

<b>Character's Name:</b>				<b>Player's Name:</b>			
<b>Character's Vocation:</b>	Forester			<b>Character's Level:</b>	2		
<b>Character's Race:</b>	Human	<b>Gender:</b>	Male	<b>Height:</b>	5' 8"	<b>MR%:</b>	0
<b>Birth Aspect:</b>	Well	<b>Age:</b>	25	<b>Weight:</b>	165 lbs.	<b>Social Status:</b>	15
<b>Birth Sign</b>	Leo	<b>Belief:</b>	10	<b>LCAP:</b>	236 lbs	<b>Build:</b>	Average
<b>Honor Points:</b>		<b>INF:</b>	15	<b>CCAP:</b>	168 lbs	<b>Jump:</b>	11

<b>Attributes:</b>	<b>Attribute</b>	<b>AR%</b>	<b>Body:</b>	45	<b>Total Rest: 8</b>	<b>Lt. Act: 4</b>	<b>Active: 2</b>
<b>Agility (AGL):</b>	20	90%	<b>Fatigue:</b>	35	<b>FRR: 9</b>	Sleep for one hour	<b>FFR: 6</b> Rest for 10 minutes
<b>Strength (STR):</b>	17	82%	<b>BAP:</b>	20	<b>ML:</b>	0	<b>Character Description:</b>
<b>Constitution (CON):</b>	16	79%			<b>PMF:</b>	0	
<b>Intellect (INT):</b>	16	79%			<b>PFF:</b>	0	
<b>Wisdom (WIS):</b>	17	82%	<b>Father's Social Class:</b>	Freeman			
<b>Discipline (DISC):</b>	16	79%	<b>Father's Vocation:</b>	Chief Forester	<b>Hair Color:</b>	<b>Eye Color:</b>	
<b>Bardic Voice (BV):</b>	13	70%	<b>Sibling Rank:</b>	2 <sup>nd</sup> Male	<b>Hair Feature:</b>		
<b>Appearance (APP):</b>	13	70%	<b>Family Status:</b>	Good	<b>Skin Texture:</b>		
<b>Piety (PTY):</b>	10	58%	<b>Resist Disease:</b>	92%	<b>Unusual Features:</b>		

CORE SKILLS								Special Abilities	
<b>Skill Name:</b>	<b>TYPE</b>	<b>DF</b>	<b>Level</b>	<b>BSC%</b>	<b>ATT Bonus</b>	<b>PSF%</b>	<b>TSC%</b>	<b>Night Vision</b>	
<b>Alertness: Sight</b>	C	7	0	07%	-	-	07%		
<b>Alertness: Sound</b>	C	7	0	07%	-	-	07%		
<b>Brawling</b>	C	3	0	40%	14	14	59%		
<b>Dodge</b>	CM	2	1	50%	14	17	72%		
<b>Stamina</b>	C	3	0	40%	10	10	50%		
<b>Willpower</b>	C	3	0	40%	8	8	48%		
<b>Faith</b>	C	5	0	20%	0	0	20%		
<b>Local Geography</b>	C	1	2	60%	8	14	74%		
<b>Language: Spoken (Own)</b>	C	1	2	60%	6	26	86%		

<b>Optional Attributes:</b>	<b>Attribute</b>	<b>AR%</b>	<b>Curses:</b>	
<b>Natural Charisma (NCR):</b>	16	79%	<b>Phobias:</b>	
<b>Dexterity (DEX):</b>	23	96%		
<b>Ferocity (FER):</b>	19	88%	<b>Defects</b>	Haunted by evil dreams There is a 13% chance that the character will not recover FP while he sleeps due to this.
<b>Absolute STR Rating (ASR):</b>	15	76%		
<b>Luck:</b>	22	94%		

<b>Armor Type (Worn)</b>	<b>Slash</b>	<b>Crush</b>	<b>Pierce</b>	<b>Missile</b>	<b>Energy</b>	<b>AP Cost</b>	<b>FP Cost</b>	<b>Descriptions</b>
Cuirbolli Cuirass	6	8	5	6	6	0/0	1/0	<b>Wear per hour/CB round</b>
Quilted Hood	4	5	3	4	4	0/0	0/0	<b>Wear per hour/ CB round</b>

Combat Matrix Chart							Damage						
<b>Att.</b>							<b>Damage</b>	<b>Str</b>	<b>Lvl</b>	<b>Damage</b>	<b>Crit</b>	<b>Chance of</b>	
<b>Weapon Name</b>	<b>DF</b>	<b>BSC%</b>	<b>Lvl</b>	<b>Bonus</b>	<b>PSF%</b>	<b>TSC%</b>	<b>Base</b>	<b>Bonus</b>	<b>Bonus</b>	<b>Total</b>	<b>Mod</b>	<b>Bash</b>	<b>AP</b>
<b>Long Bow +5%</b>	2	50%	4	20	32	87%	Special	8	2	Special	Special	-	Special
<b>Dagger +5% TSC</b>	1	60%	3	20	29	94%	2 P	4	1	7 P	0	10	6
<b>Shod Staff +5%</b>	4	30%	3	14	23	58%	6 C	8	1	15 C	1	9	9

<b>Type of Bow: Long Bow</b>				<b>Name of Bow:</b>				<b>Reload AP: 8</b>				<b>Quick Draw AP: 5</b>				<b>(-20% TSC%)</b>
Hunting Arrows				War Arrows				Armor Piercing Arrows				Range				
<b>TSC% Modifier</b>	<b>Distance in feet</b>	<b>Damage</b>	<b>Crit</b>	<b>TSC% Modifier</b>	<b>Distance in feet</b>	<b>Damage</b>	<b>Crit</b>	<b>TSC% Modifier</b>	<b>Distance in feet</b>	<b>Damage</b>	<b>Crit</b>					
0%	20	24	2	0%	20	25	2	0%	20	27	2	Short Range				
-5%	40	19	1	-5%	40	21	1	-5%	40	20	2	Med. Range				
-10%	150	14	0	-10%	80	17	0	-10%	80	19	1	Long Range				
-20%	600	8	0	-20%	500	20	0	-20%	420	11	0	Ext. Range				
-30%	1050	4	0	-30%	800	6	0	-30%	700	7	0	Max Range				





