

<b>Character's Name:</b>				<b>Player's Name:</b>			
<b>Character's Vocation:</b> Forester Archer				<b>Character's Level:</b> 2			
<b>Character's Race:</b> Human		<b>Gender:</b> Male		<b>Height:</b> 5' 11"		<b>MR%:</b> 0	
<b>Birth Aspect:</b> Well		<b>Age:</b> 20		<b>Weight:</b> 171 lbs.		<b>Social Status:</b> 15	
<b>Birth Sign:</b> Leo		<b>Belief:</b> 10		<b>LCAP:</b> 296 lbs		<b>Build:</b> Heavy	
<b>Total Honor Points:</b>				<b>INF:</b>		<b>CCAP:</b> 148 lbs	
<b>Honor Points Used:</b>				<b>Romance Factor:</b>			
<b>Attributes:</b>		<b>Attribute</b>		<b>AR%</b>		<b>Body Recover Rate Per Day</b>	
<b>Agility (AGIL):</b> 20		90%		<b>Body:</b> 47		<b>Total Rest: 3</b>	
<b>Strength (STR):</b> 20		90%		<b>Fatigue:</b> 37		<b>Lt. Act: 2</b>	
<b>Constitution (CON):</b> 17		82%		<b>BAP:</b> 21		<b>Active: 1</b>	
<b>Intellect (INT):</b> 16		79%		<b>FRR: 9</b> Sleep for one hour		<b>FFR: 6</b> Rest for 10 minutes	
<b>Wisdom (WIS):</b> 16		79%		<b>ML:</b> -		<b>Character Description:</b>	
<b>Discipline (DISC):</b> 16		79%		<b>PMF:</b> -			
<b>Bardic Voice (BV):</b> 10		58%		<b>PFF:</b> 1			
<b>Appearance (APP):</b> 10		58%		<b>Father's Social Class:</b> Freeman			
<b>Piety (PTY):</b> 10		58%		<b>Father's Vocation:</b> Mstr. Archer		<b>Hair Color:</b>	
<b>Resist Disease:</b> 94%				<b>Eye Color:</b>			
<b>Family Status:</b> Good				<b>Hair Feature:</b>			
<b>Unusual Features:</b>				<b>Skin Texture:</b>			

CORE SKILLS								Special Abilities	
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%	Enhanced Sight	
Alertness: Sight	C	7	0	7%	10	7	17%	Night Vision	
Alertness: Sound	C	7	0	7%	-	-	7%		
Alertness: Smell	C	7	0	7%	-	-	7%		
Brawling	C	3	1	40%	20	23	68%		
Dodge	C	3	0	40%	12	12	57%		
Stamina	C	3	0	40%	14	14	54%		
Willpower	C	3	0	40%	8	8	48%		
Faith	C	5	1	20%	0	3	23%		
Local Geography	C	1	0	60%	8	8	68%		
Language: Spoken (Own)	C	1	0	60%	2	2	62%		

<b>Optional Attributes:</b>		<b>Attribute</b>		<b>AR%</b>		<b>Curses:</b>	
Natural Charisma (NCR):		10		58%		Phobias: Minor Phobia	
Dexterity (DEX):		22		94%			
Ferocity (FER):		21		92%		Zoophobia (Elephants)	
Absolute STR Rating (ASR):		17		82%		Defects	
Luck:		17		82%			

<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>FP to Wear</b>	<b>Descriptions</b>
Cloth		1	0	0	0	0	0	0	0	0

Combat Matrix Chart							Damage						
Att.							Damage	Str	Lvl	Damage	Crit	Chance of	
Weapon Name	DF	BSC%	Lvl	Bonus	PSF%	TSC%	Base	Bonus	Bonus	Total	Mod	Bash	AP
Long Bow	3	40%	4	20	32	82%	Special see the below missile table for this data						
Dagger	1	60%	2	20	26	91%	2 P	5	1	8 P	0	10	6
Shod Staff	4	30%	3	20	29	64%	6 C	10	2	18 C	+1	8	8

<b>Type of Bow: Long Bow</b>				<b>Name of Bow:</b>				<b>Reload AP: 8</b>				<b>Quick Draw AP: 5 (-20% TSC%)</b>			
Hunting Arrows				War Arrows				Armor Piercing Arrows				Range			
TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit				
0%	20	20	3	0%	20	27	3	0%	20	29	3	Short Range			
-5%	40	15	2	-5%	40	23	2	-5%	40	22	3	Med. Range			
-10%	150	10	1	-10%	125	19	1	-10%	80	21	2	Long Range			
-20%	750	4	1	-20%	650	12	1	-20%	575	13	1	Ext. Range			
-30%	1200	0	1	-30%	1000	8	1	-30%	850	9	1	Max Range			





