

Character Name _____ Lineage Halfling

Player Name _____ Culture _____

Primary Attributes**Body**Strength Coordination Toughness **Mind**Intellect Creativity Willpower **Spirit**Presence Awareness Resilience **Action Table**

Action Score	Dice
2	d6
3	d8
4	d10
5	d12
6	2d6
7	d6 + d8
8	d6 + d10
9	d6 + d12
10	3d6
11	2d6 + d8
12	2d6 + d10
13	2d6 + d12
14	4d6

Powers & Abilities

Advanced Training (P)
Increased Vitality (S)
Elusive
Lucky
Resilient
Tough Feet

Vitality

Body Vitality	Mind Vitality	Spirit Vitality
Max 10 Str + Tou + Cor	Max 7 Int + Cre + Wil	Max 8 Pre + Awa + Res
Current	Current	Current
Body Wounds <input type="text"/>	Mind Wounds <input type="text"/>	Spirit Wounds <input type="text"/>

Favorite Actions

Action	Attr.	MO	Foc.	Spec.	Misc.	AS/Dice	Effect Mod.
Shoot	3	+ 1	+ 1	+ 2		7	1
Slice or Stab	3	+ 1	+ 0	+ 0		4	1
Track Game	3	+ 1	+ 1	+ 1		6	
Trap Game	3	+ 1	+ 1	+ 0		5	
Forage	3	+ 1	+ 1	+ 0		5	
Navigation	3	+ 1	+ 1	+ 0		5	
Camping	3	+ 1	+ 0	+ 0		4	
Nature Check	2	+ 1	+ 0	+ 0		3	
Stealth	3	+ 1	+ 1	+ 0		5	
Hide	3	+ 1	+ 1	+ 0	+ 1	6	

Modus Operandi

MO <u>Outlander</u>	<input type="text" value="1"/>
MO Name	Score
Focuses	Specializations
Ranged <input type="text"/>	Score <input type="text" value="2"/>
<input type="text"/>	<input type="text"/>
Hunting <input type="text"/>	Score <input type="text" value="1"/>
Journey <input type="text"/>	<input type="text"/>
MO <input type="text"/>	<input type="text"/>
MO Name	Score
Focuses	Specializations
<input type="text"/>	Score <input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Defenses**Body Defense**Dodge
CorParry
StrBlock
TouMind Defense
CreSpirit Defense
Awa**Armor**

	Score	Armor List
Body	<input type="text" value="1"/>	Leather
Mind	<input type="text" value="0"/>	
Spirit	<input type="text" value="0"/>	

Initiative
Cor + Cre + Awa**Equipment**

Adventurer's Bundle
Common Clothing
Leather Armor
Shortbow
Arrows (24)
Shortsword
Handaxe

Coin: 12 SP, 5 CP