



Character Name _____ Lineage Dwarf _____

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)
Depth Sense
Infravision
Stone Sense

Vitality

Body Vitality	Mind Vitality	Spirit Vitality
Max <input type="text" value="10"/> Str + Tou + Cor	Max <input type="text" value="6"/> Int + Cre + Wil	Max <input type="text" value="6"/> Pre + Awa + Res
Current <input type="text"/>	Current <input type="text"/>	Current <input type="text"/>
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.
Axe Chop	3	+ 1	+ 1	+ 1	+ 0	6	1
Throw Axe	3	+ 1	+ 0	+ 0	+ 0	4	1
Shove	3	+ 1	+ 1	+ 0	+ 0	5	
Grab	2	+ 1	+ 1	+ 0	+ 0	4	
Restrain	3	+ 1	+ 1	+ 0	+ 0	5	
Takedown	3	+ 1	+ 1	+ 0	+ 0	5	
Disarm	3	+ 1	+ 1	+ 0	+ 0	5	
		+	+	+	+		
		+	+	+	+		
		+	+	+	+		

Modus Operandi

MO <u>Fighter (Defensive 1h & Shield Style)</u>	<input type="text" value="1"/>
MO Name	Score
Focuses	Specializations
Melee <input type="text" value="1"/>	Halfted <input type="text" value="1"/>
<input type="text"/>	<input type="text"/>
Defense <input type="text" value="1"/>	Block <input type="text" value="2"/>
Brawling <input type="text" value="1"/>	<input type="text"/>
MO _____	<input type="text"/>
MO Name	Score
Focuses	Specializations
<input type="text"/>	<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
Tou**Mind Defense**
Cre**Spirit Defense**
Awa**Armor**

	Score	Armor List
Body	<input type="text" value="1/2"/>	Leather + Shield
Mind	<input type="text" value="0"/>	
Spirit	<input type="text" value="0"/>	

Initiative
Cor + Cre + Awa**Equipment**

Adventurer's Bundle
Common Clothing
Leather Armor
Handaxe (x2)
Shield, Medium

Coin: 12 SP, 5 CP