Character Name _____ Lineage Dwarf

Player Name _____ Culture _____

Primary Attributes

Body

Strength	1
Coordination	2
Toughness	3

Mind

Intellect	2
Creativity	2
Willpower	2

Spirit

Presence	2
Awareness	3
Resilience	3

Vitality

Body Vitality		Mind Vitality		Spirit Vitality	
Max	Current	Max	Current	Max	Current
6 (Str + Tou + Cor)		6 (Int + Cre + Wil)		8 (Pre + Awa + Res)	
Body Wounds		Mind Wounds		Spirit Wounds	

Favorite Actions

Action	Attr.		MO		Foc.		Spec.		Misc.		AS/Dice	Effect Mod.
Hurl Stone	3	+	1	+	1	+	1	+	1	=	7	
Stone Wall	3	+	1	+	1	+	1	+	1	=	7	
Stone Armor	3	+	1	+	1	+	1	+	1	=	7	
Mud in the Eye	3	+	1	+	1	+	1	+	1	=	7	
Animate Vin	3	+	1	+	1	+	0	+	0	=	5	
Charm Anima	3	+	1	+	1	+	0	+	0	=	5	
Sense Motiv	3	+	1	+	1	+	1	+	0	=	6	
Observe	3	+	1	+	1	+	0	+	0	=	5	
Nature	2	+	1	+	1	+	0	+	0	=	4	
Survival	2	+	1	+	0	+	0	+	0	=	3	

Modus Operandi

MO Druid (MO Name) — Score: 1

Focuses	Score	Specializations	Score
Spellcasting	1	Stone	1
Communion	1	Empathy	1
Nature	1		

MO _____ (MO Name) — Score:

Focuses	Score	Specializations	Score

Defenses

Body Defense		
Dodge	3	Cor
Parry	1	Str
Block	3	Tou
Mind Defense	2	Cre
Spirit Defense	4	Awa

Armor

	Score	Armor List
Body	1	Leather
Mind	0	
Spirit	0	

Initiative

7 (Cor + Cre + Awa)

Equipment

- Spellcasters Bundle
- Common Clothing
- Hand Axe
- Yew Rod (Focus)
- Leather Armor

Coin: 12 SP, 5 CP

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

- Spellcasting (P)
- Advanced Training (S)
- Depth Sense
- Infravision
- Stone Sense