



Carisma

Paso

Parada

Dureza

Atributos



Agilidad

Nombre _____



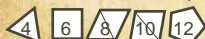
Astucia

Profesión _____

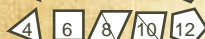


Espíritu

Reglas de ambientación _____



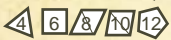
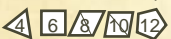
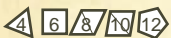
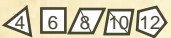
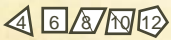
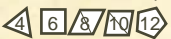
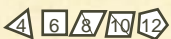
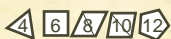
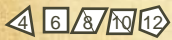
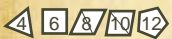
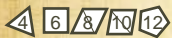
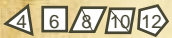
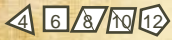
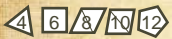
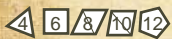
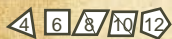
Fuerza



Vigor

Cita _____

Habilidades



Armadura

Cabeza: _____

Torso: _____

Brazos: _____

Piernas: _____

Peso total transportado: _____

Límite de peso: _____

Penalización por carga: _____

Equipo

Poder/Ornamento	Coste	Distancia	Daño/Efectos	Duración
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Arma	Distancia	CdF	Daño	PA	Peso	Notas
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Desventajas:

Ventajas:

N _____

5 _____

10 _____

15 _____

E _____

25 _____

30 _____

35 _____

V _____

45 _____

50 _____

55 _____

H _____

65 _____

70 _____

75 _____

L _____

90 _____

100 _____

110 _____

Heridas

-1

-2

-3

Heridas permanentes

Inc

-2

-1

Fatiga

