



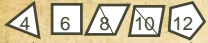
Carisma

Paso

Parada

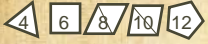
Dureza

Atributos



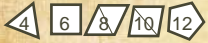
Axilidade

Nome _____



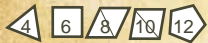
Astucia

Profesión _____

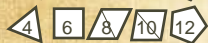


Espírito

Reglas de ambientación _____



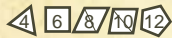
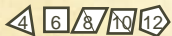
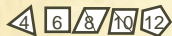
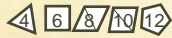
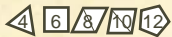
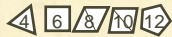
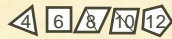
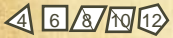
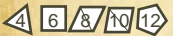
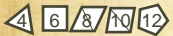
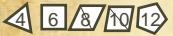
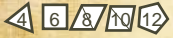
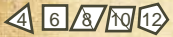
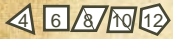
Forza



Vigor

Cita _____

Habilidades



Armadura

Cabeza: _____

Torso: _____

Brazos: _____

Pernas: _____

Peso total transportado: _____

Límite de peso: _____

Penalización por carga: _____

Equipo

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

Arma	Distancia	CdF	Dano	PA	Peso	Notas
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Desvantaxes:

Vantaxes:

N _____

5 _____

10 _____

15 _____

E _____

25 _____

30 _____

35 _____

V _____

45 _____

50 _____

55 _____

H _____

65 _____

70 _____

75 _____

L _____

90 _____

100 _____

110 _____

Feridas permanentes

Feridas -1
 -2
 -3
 Inc
 -2
 -1
 Fatiga

