		Th	e Embe	TS.	of)	P yre'	'n		CHARACTEI	2 SHEET
<i>Player:</i>						•				
Aarrator:	Health - 6 Limbs									
Character:		CAP PEN Head Body L.Arm R.Arm LF.Leg RF.Leg								
Race:										
Age:	Height	Head Nonlethal					\square		\downarrow	
Hair:										
Eyes:	Birthplace:				₹ A	CTIVE: ACTIVE:	I	LIFT:	FATIGUE	E:
Hand:	Birthdate:						MAX		PEN RATE	
BG Card:	G Card: Patron:				S	SPEED:	LC	DAD:	PEN	J:
		at <i>s</i>	T			Backy	grounds		Weaknesses	r I
STRENGTH:			ASON:							
ENDURANCE:		KNOWI								
CONSTITUTION:			SOLVE: SIGHT:							
REF LEXES: COO RDINATION:		INS								
MANIPULATION:		FER SON	LUCK:							
LOOKS:		FAITH:								
PASSIVE DODGE:		PERCEPTION:								
ACTIVE DODGE:		INITIATIVE:		_						
ENERGY:		EXP (ards		Taet	ical Skill	1	Roll	Active	Reactive
				lose	Coml					
			R	ange	d Co	nbat				
Spend:	Tot	al:								
Weapon	Siz	ze Hands - K	loll 2	Dama	ge Tã	R Type	Heft E	R MR	ROF 3	Ammo
							<u> </u>		<u> </u>	
	Ar	mor					Abilitie <u>s</u>	and Racial	Trait <u>s</u>	
Туре:	TR	: AR: E	EFF: EPB	S						
Cov:	DC	:								
Burden:										
	Hit 1	Location								
Main (d%): Penalty		<u>its (1d12):</u> o unusual effect								
1-7 = Head -3 8-14 = Left Arm -2	1 \									
15-21 = Right Arm -2 22-28 = LF Leg or Wing -2		w (-1, can't chew or nouth (-1, lose 1d4-1			-					
29-35 = RF Leg or Wing -2	10 = no	se (-1, bleeding or b	oken)							
36-42 = LR Leg -2 43-49 = RR Leg -2	11 = eas	r (-2, deafened / stun	ned)							
50-00 = Body (94-00 = Tail) -1 (-2)	-	e (-2, blinded / bruis								
Faith: HDL[PER]+RES • Passive I	Dodge: LU	C+5-size • Active Dodg	: HDL[REF]+CO	O-size	1					

 Faith: HDL[PER]+RES
 Passive Dodge: LUC+5-size
 Active Dodge: HDL[REF]+COO-size

 • Perception: HDL[LUC]+INS
 Initiative: HDL[REF]+REA
 Health (Lethal): (CON+DTR)x2

 (Head x.75)
 • Health (Nonlethal): (END+DTR)x3
 • Lethal PEN: END+2 (Head-1)
 • Nonlethal

 PEN: RES
 • GONE: CON
 • Delay (Active): 10-[(REF+REA)+4]
 • Delay (Reactive): Active+2
 • Speed: [(STR+REF+COO)+3]+(height x2)
 • Lift: (STR)
 • Max Load: ENDx10% of Lift
 • Fatigue

 PEN rate: END
 • Energy: ENDxRES
 • SKP: (REA+KNO+RES)x5
 • Damage: HDL[STR+size]

Native Language:

	quipment				((
J.		Spells, etc.						
Mone								
蓁 : G								
ឆ G €: 6								
ð:								
1\\$\\$ = 20\\$ = 200\\$; 1\$\$ = 10\\$		Chaos/Warlock Points:	±: 1/1	00; RES	5 DIF: Grade + pen			
					-			
Skill	Stat	RTG	Roll	Skill	S tat	RTG	Roll	
	-							
		<u> </u>						
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