
















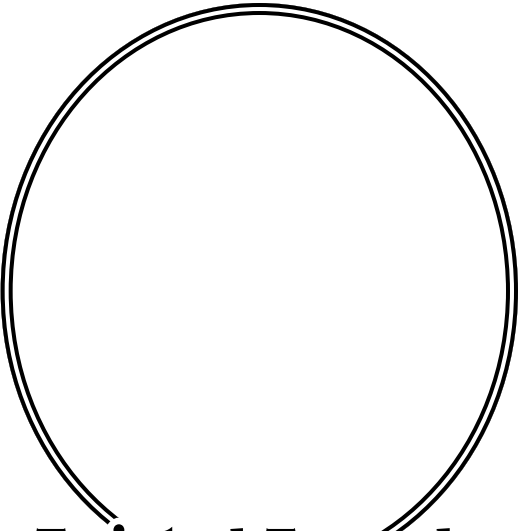


Name \_\_\_\_\_ Craft \_\_\_\_\_ Level  XP \_\_\_\_\_

Player \_\_\_\_\_ Heritage / Background \_\_\_\_\_ XP needed for next level \_\_\_\_\_


<i>max</i>		<i>current</i>
	<b>CHA</b> leadership, glamour, magnetism	
	<b>CON</b> health, endurance	
	<b>DEX</b> grace, skill, marksmanship	
	<b>INT</b> languages, arcane lore	
	<b>LCK</b> fortune's favor	
	<b>STR</b> muscle, haul capacity, stamina	
	<b>Combat dice</b> <i>middle   lowest # of DEX, LCK, &amp; STR</i>	
	<b>Haul</b> <i>Carry ≤ lower of STR   current Power</i>	

*Portrait*



**Twisted Tunnels**

**Power**  
 $2 \times \square$  (DARO) + STR



**Languages**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Weapons**

\_\_\_\_\_


\_\_\_\_\_



\_\_\_\_\_

**Armor**

\_\_\_\_\_

\_\_\_\_\_

**Shield (heavy)** 

<i>max</i>		<i>current</i>
	<b>Armor rating</b>	

**Minions**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Heir** \_\_\_\_\_

**Date & Site of Demise**

\_\_\_\_\_

\_\_\_\_\_

**Saving Roll!** Roll  $2 \times \square$  + LCK

<i>Level</i>	1 ~ 9	4 ~ 18	7 ~ 27
	2 ~ 12	5 ~ 21	8 ~ 30
	3 ~ 15	6 ~ 24	9 ~ 33

*DARO*      Doubles add, roll over  
                  □ + □ = flop

**Gear, Spells, & Notes**

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\_\_\_\_\_

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\_\_\_\_\_

**Coins** 