

Arduin Eternal

Character Name: _____



Attributes		Characteristics		Movement			Saving Throws							
ADROIT		COORD (REF+ADROIT)		Move (10+SIZE+STR-MASS)		ADV+	SAVE	RANK	BONUS	FINAL				
REF		CF (WITS+REF)		Dodge (COORD-MASS)			FEAR (+EGO)							
STR		MA (REAS+WITS)		H. Jump (1/3 MOVE)			SHOCK (+MASS)							
SIZE		BODY (STR+SIZE+MASS)		B. Jump (1/2 MOVE)			DISEASE (+ESS)							
MASS		APT (REAS+WITS+ESS)		R. Jump (MOVE)			P/V (+CON)							
CON		LEAD (EGO+CHAR)		Swim/Climb (STR - MASS)			Resistances							
WITS		PER (WITS+REAS+EGO)					DR (+MASS BONUS)							
REAS		HP (BODY+CON)					MR (+ESS BONUS)							
ESS		DME+		Power	Pool	Used	PR (+EGO BONUS)							
EGO		ATK+		MANA (APT+LVL)	0		Defenses							
CHAR		ER+		PSI (APT+LVL)	0		DEF (+COORD)							
				FAITH	0		MD (+APT)							
				EPS			PD (+MA)							
Recovery			Learning											

Character						
Race:	Height:	Weight:	Eyes:	Hair:	Skin:	Age:
Description:						
Profession:	Path:	Occupation:	Hobby:			
Homeland:	Home City:	Culture:	Legacy/Birthright:			
Religion:	Education:	Guild:	Master/Mentor:			
Tech Level:	Languages:					
Background:						

CF Counts	Damage	What Can You Do?		Wealth	Bank
40 33 26 19 12 5 39 32 25 18 11 4 38 31 24 17 10 3 37 30 23 16 9 2 36 29 22 15 8 1 35 28 21 14 7 34 27 20 13 6	Hit Points:	Quicken Act	Normal Act	Wealth:	Copper:
	Attribute/Characteristic:	Dodge	Attack	Other:	Silver:
		Parry	Use Maneuver		
		Block	Use Magic Item		
		Ready Item	Cast Spell		
	Impairment:	Load	Use Mental Pwr	Gold:	
		Pick Up	Move		
		Open	Channel		
	Find/Grab	Stand Up	Other:		
		Use Faith			

MAIN Weapon:	ALT Weapon:	ALT Weapon:	ALT Weapon:	Armor:
Special:	Special:	Special:	Special:	Shield:
ATK	ATK	ATK	ATK	Armor
CF	CF	CF	CF	Shield
DEF	DEF	DEF	DEF	DR
DME	DME	DME	DME	DEF
CRIT	CRIT	CRIT	CRIT	Block
FuM	FuM	FuM	FuM	BODY
Type	Type	Type	Type	CF
ER	ER	ER	ER	Dodge
BODY	BODY	BODY	BODY	ENC
				Maneuver

