

Name:	
Player:	
Origin:	
Culture:	
Age:	
Gender:	

STR	CON	DEX	SIZ	INT	POW	CHA

The diagram illustrates the relationship between Speed, Hero points, and the effects of Fatigued and Encumbered states. On the left, a large square is labeled "Speed". To its right, the text "Fatigued" and "Encumbered" is followed by two small squares. Further right, the text "Hero points" is followed by a shield icon. The diagram shows that Speed is affected by Hero points, and the effects of Fatigued and Encumbered are also influenced by Hero points.

Dodge	Persistence	Resilience

Close combat weapon	Damage	Size

1D3

Ranged weapon	Damage	Range	Rate

Armour Points:	Damage mod:
-------------------------------------	----------------------------------

Close Combat	
Ranged Combat	
Unarmed Combat	

Armour Type:	
--------------	--

Culture [Own]	
Language [Own]	
Natural Lore	
Culture []	
Language []	
Lore []	

Athletics	
Craft	
Deception	
Driving	
Engineering	
Healing	
Influence	
Mechanisms	
Perception	
Performance	
Riding	
Sailing	
Streetwise	
Trade	

Hit Points

Max:

Current:

Encumbrance	
Max:	Current:

PP:	
GP:	
SP:	
CP:	

--

TAPÍZ

Magic Points

Max: Curr:

Magic Point Stores

Magic Point Cost	Magnitude	Duration	Range
1 (Default)	1	5 minutes	10 m
+1	2	15 minutes	20 m
+2	3	30 minutes	40 m
+3	4	1 hour	80 m
+4	5	2 hours	160 m
+5	6	4 hours	320 m

[illegible]

A diagram showing base ten blocks. On the left, there are two columns of ten rods each, representing 20 tens. On the right, there is one column of ten rods and one column of ten units, representing 10 tens and 10 ones. A vertical line separates the tens from the ones.

[illegible]

TÁPÍZ

Battle Magic Casting	
Shamanism	
Sorcery Casting	
Divine Magic Cult	
Divine Magic Rank	

--