

# D A W N F I R E

Name:	Race:	Sex:
Age:	Height:	Weight:
Eyes:	Skin/Fur:	Hair:
Vision:	Religion:	Special:
Focus:	Occupation:	Level:

Str:	Skill:	Save:	Damage:	Carry:	Bench:	sWS:
Agl:	Skill:	Save:	Hit (Melee):	DR:	Init:	
Dex:	Skill:	Save:	Hit (Missile):	dWS:		
End:	Skill:	Save:	LP Bonus:	Recovery:		
IQ:	Skill:	Save:	SP:	MLS:		
CS:	Skill:	Save:	CB:	WK:		
Per:	Skill:	Save:	Init:	AVA:	RI:	
Pres:	Skill:	Save:	FI:			
Man:	Skill:	Save:	QRI:	SvP:		
Luck:	Skill:	Save:	Rerolls:	SB:	NDP:	

PROTECTION				HEALTH	ATTACK VALUES
Armor:	AR:	AP:	DR:	LP:	1:
Shield:	Shield AR:	Shield AP:		FP:	2:
Helm:	Helm AR:	Helm AP:		Move:	3:

<i>Skill Pts.</i>	<i>Type</i>	<i>Skill Name</i>	<i>Lvl</i>	<i>Roll</i>	<i>Skill Pts.</i>	<i>Type</i>	<i>Skill Name</i>	<i>Lvl</i>	<i>Roll</i>

# D A W N F I R E

WEAPON	HIT	WS	DAM	INIT	NOTES

SPELL	SS	FP	EFFECT/DAMAGE

ITEM	LOCATION	ITEM	LOCATION

DIAMOND BITS	EMERALD BITS	RUBY BITS	GOLD PIECES	SILVER PIECES	COPPER PIECES	BRASS PIECES

EXPERIENCE	SKILL POINTS