Name	Race, sex	Age	Faith
Player	Class, level	XP	Allegiance

UNITY

ATTRIBUTES

- MIGHT ____
- AGILITY ____
- MIND ____
- PRESENCE ____

STATS

SPD ____ = agi ___ + class ___ + misc ____

AR ____ = *main* ___ + class ___ + misc ____

DR ____ = agi ___ + class ___ + misc ____

MR ____ = mind ___ + class ___ + misc ____

HEALTH & STATUS

Max HP _____ ○ ○ ○ ○ ○

Fading

Recupes _____

AV/Resist _____

Current HP and diseases:

_____

CORE PATHS

CORE PATHS	BONUS

CLASS RESOURCES

1d	☐☐☐☐☐ ☐☐☐☐☐
	☐☐☐☐☐ ☐☐☐☐☐

ARMOUR & WEAPONS

ARMOUR & WEAPONS	AV/DMG

APPEARANCE & NOTES

INVENTORY

Denerim: Gear: Necessities:

Power/Perk name	Action cost	Used	Upgrades/notes
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