MASTERS OF METAL & MAGIC

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PC CREATION DATE: _____

CAMPAIGN NAME: _____

PLAYER NAME

INITIATIVE

SURPRISE

DEFENSE

CHARACTER NAME: Andoly Tēgray Striker

SPECIE: Tēgray

CULTURE: Andoly

SPECIE OR CULTURAL PERKS & NOTES: Culture: Flank
Can't use steam or learn level 4+ Proficiencies

ARMOR PROFICIENCY: Leather Armor | CP 4

ARMOR EQUIPPED: Leather Armor

ARMOR MATERIAL: Leather

Th #

ARMOR VALUE: 5 (ARMOR) | MAX 9 | CURRENT | 4 (SHIELD)

TOUGHNESS

ENDURANCE: 3

TOUGH HIDE

SHIELD PROFICIENCY: Forearm Shield | CP 2

SHIELDS EQUIPPED: Forearm Shield x2

SHIELD MATERIAL: Wood

WOUNDS

L. ARM 5-6 | 12 | R. ARM 7-8

L. LEG 1-2 | 9-11 | R. LEG 3-4

(MARK DAMAGED LOCATIONS)

BANKED CP	SPENT CP	PRIMARY ASPECT	SECONDARY ASPECT	TERTIARY ASPECT	MOVE RATE	REPUTATION
	55	Practiced	Cunning	Dexterous	5/7	

WEAPON PROFICIENCIES - ATTACKS - MISSILE TRACKING

WEAPON PROFICIENCY OR ATTACK	CP	MODIFIERS	DAMAGE: TYPE - AMOUNT	MISSILES: TYPE #	USED/LOST
Cat Claws x3	6		Slashing / 3/7		
Thrown Projectiles	2		Varies / 1	Varies	

LIFE FORCE

1 BONUS

CURRENT

CP SPENT | CLF

ADVANTAGES

DESCRIPTION	CP
Rapid Healer	8

DISADVANTAGES

DESCRIPTION	CP BONUS
Monstrous level 2	Tēgray

TOTAL BONUS STARTING CP: 0

BITS

SILVER RINGS

GOLD RINGS

COINS

BANK MONEY

VALUABLE TRINKETS

TOTAL BITS

BANK LOCATIONS

SPELLS/EQUIPMENT/TRAPS NOTES/RUNIC ITEMS or READIED ELIXIRS/GRENADES

(20 ELIXIRS/10 GRENADES ON BANDOLIER)

PROTECTIVE'S

SHROUD

RESIST

RESIST

RESIST

RESIST

STATUS EFFECTS

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC
Flank	Perk	Cunning
Weapon Strike level 1: Slashing	12	Practiced
Architect of War level 1	7	Cunning
Endurance x3	6	Practiced
Critical Strike x1	4	Cunning

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BOUGHT	CP
Pounce	4

ADVANTAGES

DESCRIPTION	CP

NOTES/SPELLS/RUNIC ITEMS/ELIXIRS

EQUIPMENT/TRAPS/DEVICES/ELIXIRS/RUNIC ITEMS

Leather Armor
Forearm Shield x2
Adventurers Pack

ITEMS IN BACKPACK OR POUCHES

Armor Patch x2; Bandolier/Belt (20 tiny items); Blanket; Flint & Steel; Provisions & Water (1 Week);Rope 50 feet; Satchel; Sleeping Roll; Tent (1 creature); Torches x5

CYBERNETIC MODIFICATIONS:

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BROUGHT	CP

STEAM ITEMS

STEAM MODIFIERS

INITIATIVE: ( ) MOVE: ( )

SURPRISE: ( )

SAB BASE TYPE	STEAM AMOUNT
	TOTAL / USED

UPGRADES

SAB BASE TYPE	STEAM AMOUNT
	TOTAL / USED

UPGRADES