			位分类	SUDA
CHARACTER NAME Ancestry: Dwarf		ry -	PLAYER NAME	Para de la constante de la con
Background: Townsmith	FATT	MAN	2 STRENGTH	5 CRAFT
Class: Priest	ADVE	NETURES	2 BRAWN 1 AGILITY	5 INSIGHT
Level: 1st Experience Points:  Alignment: Good	A DOB	NI CONTRACTOR OF THE PROPERTY	1 AGILITY 2 METTLE	3 WITS 2 RESOLVE
Alighment. Good	2477		2 METILE	Z RESOLVE
CHULG	TO A COLUMN		The Se	
SKILLS Bargain		Persuasion (Negotia	tion)	-
Decipher		Psychic		
Empathy		Spellcasting (Mystic		
Heal (First Aid)		Tinker		
Lore (History)				450000
	STEP CO		1 2 (5)	And the state of
SPECIAL ABILITIES				1
Tunnel Sight (Ancestry)				-
				4
Rolling Stone (Ancestry)				
11, 1/01				00 1
Unarmed (Class)				
Mystic Spellcasting (Class)				SING
Banish Spirits (Class)				
A CHANGE				
Gentle Heart (Class)				
COMPLE		WELDONG	ATTACK DOL	IUG DAVIGE
COMBAT  PHYSICAL DAMAGE MODIFIER:	+2	WEAPONS None	ATTACK BON	IUS DAMAGE
PSYCHIC DAMAGE MODIFIER: +	5		CI VALLY	
SPEED: 11 LIFE: 11 LIGH	T FATE:	- 4		
ARMOUR	The land			
HELM: Y/(N) SHIELD: Y/(N) TY				
ARMOUR		THE STATE OF THE S		
Wounds		TESTS		
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CHARACTER NAME Age: Height: Weight: Eyes: Hair: Description:			2 STRENGTH 2 BRAWN 1 AGILITY 2 METTLE GOLD: 1d6 MAX LOAD: 10	5 CRAFT 5 INSIGHT 3 WITS 2 RESOLVE
FOLLOWERS Servant				
EQUIPMENT	LOAD		Y PAR	LOAD
Holy Symbol		Bedrol1		.5*
Vestments	-	Tinderbox		
Haversack	1	Mess Kit		.5*
Healer's Kit	.5*	Water Bottle		.5*
5 Prayer Candles	.5*	Censer with incense		.5*
Prayer Book	.5*			
		N. C. S. C.	A PAGE	
TOTAL 4.5	ALE PL	* Reduced for have	rsack.	
SPELLS SPELL (Choose 3 Mystic Spells)	POINTS: 5	MAGIC ITE Healing Potion		
The state of the s	1十九分100	× 12.77		A Val
		77		7
	1 1 1 7 T	DINA		
			A MAN	Z Hand Toll
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			153
CHARACTER NAME		PLAYER NAME	
Ancestry: Elf		4 STRENGTH 3	CRAFT
Background: Feyfriend	TEL SIMILES	2 BRAWN 2	INSIGHT
Class: Scout	ADVENTURES		
Level: 1st Experience Points:	2003386392		WITS
Alignment: Good		2 METTLE 3	RESOLVE
SKILLS			
Animal Handling	Missile Weapon (B	low)	1
Athletics			A STATE OF S
	Notice (Ambushes)		TABLE
Entertain	Stealth (Forest)		
Fortitude	Survival (Forest)		11 2
Melee Weapon			
THE PARTY OF THE P			1
SPECIAL ABILITIES			
Night Sight (Ancestry)			- S- W
			1
Speak with Animals (Ancestry)			
Watchful (Class)			
Quarry (Class)			1
Quarry (Class)			
Pathfinder (Class)			
A CHANNELL CO			
A STATE OF THE STA			
			NOTE OF
СОМВАТ	WEAPONS	ATTACK BONUS	DAMAGE
PHYSICAL DAMAGE MODIFIER:		+4	1d6+4
PSYCHIC DAMAGE MODIFIER: +	3 Bow	+6	1d6+4
	T FATE:		VATT
	大学 医二种 医二种 医二种	ARANESE DE	1077
ARMOUR HELM V/(M) SHIELD (V)/M TV	DE. Losshar		1
HELM: Y/(N) SHIELD: (Y)/N TY			
ARMOUR			A STATE OF
			A Trans
Wounds	DEATH TESTS	T 40 DOUGE 44 DOUG	E 40 ETC
☐-2 ☐-4 ☐-6 ☐-8 ☐	-10 DIFF. 8 DIFF. 9 DIF	F. 10DIFF. 11DIF	F. 12, ETC.
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CHARACTER NAME  Age: Height: Weight:  Eyes: Hair:  Description:			PLAYER NAME  4 STRENGTH  2 BRAWN  4 AGILITY  2 METTLE  GOLD: 1d6+1  MAX LOAD: 20	3 CRAFT 2 INSIGHT 2 WITS 3 RESOLVE
FOLLOWERS Pixie				
EQUIPMENT	LOAD	THE ST	VICE	LOAD
Leather Armour	1	Mess Kit		.5*
Shortsword	2	Water Bottle		.5*
Bow	2	Tinderbox		<u> </u>
20 Arrows	1	Rations (1 week)		.5*
Haversack	1	Raft Kit		1*
Bedrol1	.5*			
TOTAL 10	1000	* Reduced for have	versack.	Control of the same
SPELLS SPELL	POINTS: 0	MAGIC IT	EMS	
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		77		
				La Tolland
	Existing -	1		
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		SEE TO	<b>元本</b>	TO D
CHARACTER NAME			PLAYER NAME	
Ancestry: Ghoul			4 STRENGTH	3 CRAFT
Background: Diaspora		SMILENA	3 BRAWN	2 INSIGHT
Class: Assassin	ADVE	NTURES	4 AGILITY	2 WITS
Level: 1st Experience Points: Alignment: Neutral			2 METTLE	2 RESOLVE
Augument.Neutrar	277		2 METILE	Z RESOLVE
SKILLS				
Athletics		Psychic		
Deception		Sleight of Hand		
Melee (Rapier)		Stealth (Civilised A	areas)	
Notice		Throw		
Persuasion		Tinker (Pick Lock		
Tersuasion		I HIACI (I ICA LOCA	A POLY	
SPECIAL ABILITIES Spirit Sense (Ancestry)  Soul Drinker (Ancestry)  Treachery (Class)  Preparation (Class)  Path of Blood (Class)				
COMBAT PHYSICAL DAMAGE MODIFIER:	+4	WEAPONS Rapier	ATTACK BONU	S DAMAGE
PSYCHIC DAMAGE MODIFIER: +:		Dagger	+4	1d3+4
	T FATE:	Throwing Dagger	+4	1d2+4
ARMOUR	第二方文	THE THIS WAS TO		Mar 7
HELM: Y/(N) SHIELD: Y/(N) TY  ARMOUR OOO OOO				
POINTS: 3 000 000 (		75 77		
Wounds		I TESTS		
☐-2 ☐-4 ☐-6 ☐-8 ☐			FF. 10 DIFF. 11	DIFF. 12, ETC.
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CHARACTER NAME PLAYER NAME Height: Weight: Age: 4 STRENGTH 3 CRAFT Eyes: Hair: 2 INSIGHT 3 BRAWN Description: WITS 4 AGILITY 2 2 METTLE 2 RESOLVE GOLD: 3d6+1 MAX LOAD: 20 **FOLLOWERS** Servant EQUIPMENT LOAD LOAD Leather Armour Bedrol1 .5\* 1 Rapier Tinderbox 10 throwing daggers Mess Kit .5\* 2 Daggers 2 Water Bottle .5\* 50 feet of rope Haversack 1\* Poisoner's Kit .5\* Climbing Harness 1\* Disguise Kit Antitoxin Potion .5\* TOTAL 9.5 \* Reduced for haversack. SPELL POINTS: 0 **SPELLS** MAGIC ITEMS

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CHARACTER NAME	The state of the s	PLAYER NAME
Ancestry: Human		2 STRENGTH 5 CRAFT
Background: Nomad	TEL LISTALE	1 BRAWN 3 INSIGHT
Class: Sorcerer	ADVENTURES	2 AGILITY 5 WITS
Level: 1st Experience Points:	38903888889	
Alignment: Evil		1 METTLE 3 RESOLVE
TO VICE A CO		
SKILLS		
Bargain	Psychic	
Decipher (Languages)	Ride (Horse)	
Persuasion	Spellcasting (Arca	ane)
Notice	Survival	
Lore (Relics)	Survival .	
Lore (Kelles)		
Water Training		The state of the s
SPECIAL ABILITIES		THE PERSON OF TH
We're Friends (Ancestry)		THE TOWN OF THE PARTY
Arcane Spellcasting (Class)		
Familiar (Class)		A SATURATION OF THE RESIDENCE OF THE PARTY O
为二基二 当人 中间 "是一		
Disarming Wit (Class)		
It is a second of the second o		July A The state of the state o
(CP) PAGE A		
		SILA TALL TO BE AND THE
Сомват	WEAPONS	ATTACK BONUS DAMAGE
PHYSICAL DAMAGE MODIFIER:		- 1d6+2
PSYCHIC DAMAGE MODIFIER: +		- 1d6+2
	T FATE:	THE STATE OF
ARMOUR		THE STATE OF THE S
HELM: Y/(N) SHIELD: Y/(N) TY	PE: None	TANK A STANKE
ARMOUR 000 000 (		
POINTS: 0 000 000 0		The state of the s
Wounds	DEATH TESTS	A SECTION OF THE PARTY OF THE P
2468	-10  □ DIFF. 8  □ DIFF. 9  □ D	IFF. 10DIFF. 11DIFF. 12, ETC.
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CHARACTER NAME  Age: Height: Weight:  Eyes: Hair:  Description:		PLAYER NAME  2 STRENGTH  1 BRAWN  2 AGILITY  1 METTLE  GOLD: 1d6+1  MAX LOAD: 10	5 CRAFT 3 INSIGHT 5 WITS 3 RESOLVE
FOLLOWERS Horse Familiar			
EQUIPMENT	LOAD	THE THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TO THE PERSON NAMED IN COLU	LOAD
Light Crossbow	1	Lorebook (choose subject)	.5*
20 Bolts	1	Bedro11	.5*
Staff	3	Tinderbox	
Haversack	1	Mess Kit	.5*
Spellbook	.5*	Water Bottle	.5*
5 sheets parchment	4-	Lantern	1*
Pen & Ink	.5*	2 flasks oil	
TOTAL 10	ANTA	* Reduced for haversack.	TO PAR
SPELLS SPELL (Choose 3 Arcane Spells)	POINTS: 5	MAGIC ITEMS	
The state of the s	HANGE.		10
		A TALL ROLL	
A SAD SHADING	47/06	WASHINGTON STATE	The Land
			OM PACE
FAMILY THE TRACE	11-17		
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In the total NAME	Carl Sa		The state of the s

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		在分类区外的
CHARACTER NAME		PLAYER NAME
Ancestry:Sprite		3 STRENGTH 4 CRAFT
Background: Courtier		1 BRAWN 2 INSIGHT
Class: Druid	ADVENTURES	3 AGILITY 2 WITS
Level: 1st Experience Points:		E. A. September English
Alignment: Neutral		2 METTLE 5 RESOLVE
SKILLS		
Animal Handling (Training)	Melee	
Decipher	Notice	
Heal .	Spellcasting (Nature	e)
Entertain	Stealth	
Lore	Survival (Forest)	
		Harris De Zondalana 3
Constitution of the consti		1
SPECIAL ABILITIES		
Flight (Ancestry)		San State of the same of
Boon or Bane (Ancestry)		
Nature Spellcasting (Class)		ALL AND COMMENT
ALL SANDER		
Life of the Realm (Class)		LY CANA
1		
Animal Features (Class)		
O S VOTE SELECTION		The Lands
PAGE TO SELECTION		
HE WEST	HERE	
СОМВАТ	WEAPONS	ATTACK BONUS DAMAGE
PHYSICAL DAMAGE MODIFIER:	ACCURATION AND ADDRESS OF THE PARTY OF THE P	+1 1d6+2
PSYCHIC DAMAGE MODIFIER: +	4 Staff	+1 1d6+3
SPEED: 13 LIFE: 14 LIGH	T FATE:	AL AL
ARMOUR		
HELM: Y/(N) SHIELD: Y/(N) TY	PE: Leather	A STATE OF THE SELECT
ARMOUR 000 000 (	000 000	CARL LAND TO THE REAL PROPERTY.
POINTS: 3 000 000 0	000 000	
Wounds	DEATH TESTS	SALA TELESTICA
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PLAYER NAME CHARACTER NAME Height: Weight: Age: 3 STRENGTH 4 CRAFT Eyes: Hair: 2 INSIGHT 1 BRAWN Description: 3 AGILITY 2 WITS 2 METTLE 5 RESOLVE GOLD: 1d6+1 MAX LOAD: 15 **FOLLOWERS** Pixie EQUIPMENT LOAD LOAD Leather Armour Bedrol1 .5\* 1 Scythe Tinderbox Staff 3 Mess Kit .5\* Haversack Water Bottle .5\* Healer's Kit .5\* 10 torches 1 Runestones .5\* TOTAL \* Reduced for haversack. 9.5 SPELL POINTS: 0 **SPELLS** MAGIC ITEMS © Games Workshop Limited. May be copied for personal use or downloaded on digital.pegasus-web.com

		行一分是公司
CHARACTER NAME		PLAYER NAME
Ancestry: Troll	FATTANA A D	5 STRENGTH 2 CRAFT
Background: World Walker  Class: Warrior	WALLE MIALE	5 BRAWN 1 INSIGHT
Level: 1st Experience Points:	ADVENTURES	2 AGILITY 1 WITS
Alignment: Neutral		4 METTLE 2 RESOLVE
SKILLS		DECEMBER 1993
Athletics (Climbing)	Ride	
Intimidate	Stealth	
Fortitude (Poison)	Survival	
		(A) 以 (人) (2) (A) (A) (A)
Melee (Axe, Sword)	Throw	
Notice		
The state of the state of	A VENT	7
SPECIAL ABILITIES		
Regeneration (Ancestry)		THE THE SECOND
Stonespeaker (Ancestry)		
Heavy Armour Training (Class)		
A series a series (series)		
Two Weapon Fighting (Class):		
(CF) 14 (S) 12 (V)		
Mighty Blow (Class)		为14人了人一位。当16人
		Contained to the state of the s
СОМВАТ	WEAPONS	ATTACK BONUS DAMAGE
PHYSICAL DAMAGE MODIFIER:	A STATE OF THE PARTY OF THE PAR	+7 1d6+5
PSYCHIC DAMAGE MODIFIER: +		+2 1d3+5
SPEED: 12 LIFE: 19 LIGH	T FATE:	A STATE OF THE STA
ARMOUR HELM: Y/(N) SHIELD: Y/(N) TY	PE: Scale	THE REAL PROPERTY.
ARMOUR OOO OOO (		
POINTS: 12 000 000 0	000 000	The state of the s
Wounds	DEATH TESTS	
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CHARACTER NAME Age: Height: Wei Eyes: Hair: Description:	ight:		AYER NAME  5 STRENGTH  6 BRAWN  2 AGILITY  4 METTLE  OLD: 2d6+2  AX LOAD: 25	2 CRAFT 1 INSIGHT 1 WITS 2 RESOLVE
Followers				
EQUIPMENT	LOAD			LOAD
Scale armour	8	10 pitons		.5*
2 Axes	4	Hammer		.5*
2 Throwing Axes		Mess Kit		.5*
Haversack	1	Water Bottle		.5*
Bedro11	.5*	10 torches		1*
Tinderbox	The state of the s	Whetstone		-
50 feet of rope	.5*			
TOTAL 17		* Reduced for have	rsack.	- T
SPELLS	SPELL POINTS: 0	Magic Ite	MS	
	HE LAND	- 12	L Look	
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