



THE FIGHTER

~ Name:

WS:

10

~ Race:

AGI:

4

~ Base Attributes ~ These are shown on your character card and improve with levelling.

Base Attributes	Start	Cost: 2 SP	Cost: 2 SP	Cost: 4 SP	Cost: 4 SP	Cost: 8 SP	Cost: 8 SP	Cost: 16 SP	Cost: 16 SP	Cost: 20 SP	Cost: 20 SP
Vitality (VIT)	10	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)
Endurance (END)	6	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)
Willpower (WIL)	0	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)
Strength (STR)	4	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)

~ Modified Attributes ~ Add the values on your Weapons and Armour to your Base Attributes and Levels.


Hitpoints (HP) (VIT+HP Armour Bonus)	11
Defence (DEF) (END+DEF Armour Bonus)	7
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	0
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	5

Perk 1:		Perk 2:	
(Unlocked at Level 10)		(Unlocked at Level 20)	

SP Pool:	

Gold Pouch:	

Notes/Items:	<i>Starting Equipment: Simple Longsword (+1 Physical), Simple Cuirass (+1 HP, +1 DEF).</i>
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	THE ASSASSIN	~ Name:						WS:	8			
		~ Race:						AGI:	8			
~ Base Attributes ~ These are shown on your character card and improve with levelling.												
Base Attributes	Start	Cost: 2 SP	Cost: 2 SP	Cost: 4 SP	Cost: 4 SP	Cost: 8 SP	Cost: 8 SP	Cost: 16 SP	Cost: 16 SP	Cost: 20 SP	Cost: 20 SP	
Vitality (VIT)	5	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
Endurance (END)	5	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
Willpower (WIL)	0	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
Strength (STR)	8	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	


~ Modified Attributes ~ Add the values on your Weapons and Armour to your Base Attributes and Levels.	
Hitpoints (HP) (VIT+HP Armour Bonus)	6
Defence (DEF) (END+DEF Armour Bonus)	6
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	0
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	9

Perk 1:		Perk 2:	
(Unlocked at Level 10)		(Unlocked at Level 20)	

SP Pool:	

Gold Pouch:	

Notes/Items:	<i>Starting Equipment: Simple Knives (+1 Physical), Simple Brigandine (+1 HP, +1 DEF).</i>
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	THE MAGE	~ Name:						WS:	6			
		~ Race:						AGI:	10			
~ Base Attributes ~ These are shown on your character card and improve with levelling.												
Base Attributes	Start	Cost: 2 SP	Cost: 2 SP	Cost: 4 SP	Cost: 4 SP	Cost: 8 SP	Cost: 8 SP	Cost: 16 SP	Cost: 16 SP	Cost: 20 SP	Cost: 20 SP	
Vitality (VIT)	4	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
Endurance (END)	4	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
Willpower (WIL)	10	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	
Strength (STR)	0	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	

~ Modified Attributes ~ Add the values on your Weapons and Armour to your Base Attributes and Levels.	
Hitpoints (HP) (VIT+HP Armour Bonus)	5
Defence (DEF) (END+DEF Armour Bonus)	4
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	12
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	0

Perk 1:		Perk 2:	
(Unlocked at Level 10)		(Unlocked at Level 20)	

SP Pool:	

Gold Pouch:	

Notes/Items:	<i>Starting Equipment: Enchanted Branch (+2 Magical), Simple Robes (+1 HP, +0 DEF).</i>
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Character:	~ Name:								WS:		
	~ Race:								AGI:		
~ Base Attributes ~ These are shown on your character card and improve with levelling.											
Base Attributes	Start	Cost: 2 SP	Cost: 2 SP	Cost: 4 SP	Cost: 4 SP	Cost: 8 SP	Cost: 8 SP	Cost: 16 SP	Cost: 16 SP	Cost: 20 SP	Cost: 20 SP
Vitality (VIT)		Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)
Endurance (END)		Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)
Willpower (WIL)		Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)
Strength (STR)		Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)

~ Modified Attributes ~ Add the values on your Weapons and Armour to your Base Attributes and Levels.	
Hitpoints (HP) (VIT+HP Armour Bonus)	
Defence (DEF) (END+DEF Armour Bonus)	
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	

Perk 1:		Perk 2:	
(Unlocked at Level 10)		(Unlocked at Level 20)	

SP Pool:	

Gold Pouch:	

Notes/Items:	
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