

THE FIGHTER

~ Name:		WS:	10
~ Race:		AGI:	5

~ 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)	2	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)	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)

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

Hitpoints (HP) (VIT+HP Armour Bonus)	12
Defence (DEF) (END+DEF Armour Bonus)	7
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	2
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	6

Notes/Items: Some encounters and quests will give rewards with no immediately apparent use. Note them here.	<i>Starting Equipment: Simple Longsword (+1 Physical), Simple Cuirass (+2 HP, +1 DEF).</i>
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THE FIGHTER

~ Perks ~ Unlocked at Level 10, then Level 20, Perks grant variety to your character’s playstyle.

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

~ SP Pool ~ Earned Skill Points are noted here and used to level up your Base Attributes.

SP Pool:	

~ Gold Pouch ~ Track your earned Gold to spend on new equipment and items.

Gold Pouch:	

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)	7	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)	1	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)	9	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)	8
Defence (DEF) (END+DEF Armour Bonus)	6
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	1
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	10

Notes/Items: Some encounters and quests will give rewards with no immediately apparent use. Note them here.	<i>Starting Equipment: Simple Knives (+1 Physical), Simple Brigandine (+1 HP, +1 DEF).</i>
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THE ASSASSIN

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SP Pool:	

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Gold Pouch:	

THE MAGE

~ Name:		WS:	7
~ 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)	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)
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)	1	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)	7
Defence (DEF) (END+DEF Armour Bonus)	4
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	12
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	1

Notes/Items: Some encounters and quests will give rewards with no immediately apparent use. Note them here.	<i>Starting Equipment: Enchanted Branch (+1 Magical), Simple Robes (+1 HP, +0 DEF).</i>
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THE MAGE

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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)	

Notes/Items: Some encounters and quests will give rewards with no immediately apparent use. Note them here.	
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