



 NORM





Level	Name	Effect	Area Effect			



 Name	Damage	Range(ft)	Ammunition	Depletion	Slots	Enhancement Slots	Weight Pts

 Name	AP	Depletion	Slots	Enhancement Slots	Weight Pts

 Name	Charges				
 Name	HP	AP	AC	ATC	

 Name

Gold = 1Gold

0



XP (Max)

0							
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Class

Heritage

Family Trade

Goal

Beliefs



Special Proficiencies

Initiative

☹	○	○	○	○	😊
-1	0	1	2	3	

Weapon Proficiencies

Unarmed

☹	○	○	○	😊
-1	0	1		

Improvised

☹	○	○	○	😊
-1	0	1		

Light Melee

☹	○	○	○	😊
-1	0	1		

Heavy Melee

☹	○	○	○	😊
-1	0	1		

Light Ranged

☹	○	○	○	😊
-1	0	1		

Heavy Ranged

☹	○	○	○	😊
-1	0	1		

Armor Proficiencies

Light Armor

☹	○	○	○	😊
-1	0	1		

Medium Armor

☹	○	○	○	😊
-1	0	1		

Heavy Armor

☹	○	○	○	😊
-1	0	1		