

# REBIRTH CHARACTER SHEET

Character Name Restral Melee Grunt Player NPC Nation Reuce

Weight 180 Profession Levels 1 Abomination Movement 20

Height 6'2" Primary Attribute Tree Body Secondary Spirit

BODY	Strength (Force): 13	Dexterity (Intuition): 13	Constitution (Endurance): 13
MIND	Will (Force): 7	Wit (Intuition): 7	Wisdom (Endurance): 7
SPIRIT	Charisma (Force): 10	Attunement (Intuition): 10	Tenacity (Endurance): 10

Forceful Save	16
Intuitive Save	16
Enduring Save	16

Health: 23	Threshold (33%): 7
Defensive Score: 36	Threshold (66%): 15
Damage Resistance: -1	Events: 3

## EQUIPPED WEAPON

Weapon Name: Iron Broadsword
Damage Type: Slashing
Attack Score: 14
Damage: 3d4 + 2
Weapon Health: 20
Notes:

## EQUIPPED WEAPON

Weapon Name:
Damage Type:
Attack Score:
Damage:
Weapon Health:
Notes:

## EQUIPPED ARMOR

Head:	Health: 25	Defense: 2	DR: 0
Medium Iron			
Shoulders:	Health: 25	Defense: 2	DR: 0
Medium Iron			
Chest:	Health: 80	Defense: 7	DR: -1
Medium Iron			
Hands:	Health: 20	Defense: 2	DR: 0
Medium Iron			
Legs:	Health: 35	Defense: 5	DR: 0
Medium Iron			
Feet:	Health: 20	Defense: 2	DR: 0
Medium Iron			
Shield:	Health: 10	Defense: 2	DR: 0
Iron Buckler			
Accessories:			

## BODY SKILLS

Swim (Str):
Grapple (Str): 11
Climb (Str): 11
Balance (Dex):
Sleight of Hand (Dex):
Conceal (Dex):
Acrobatics (Dex):
Ride (Con):
Endure (Con): 11
Intimidate (Con):

## MIND SKILLS

Concentration (Will):
Artificer (Will):
Crafting (Will):
Smithing (Will):
Forgery (Wit):
Engineering (Wit):
Appraise (Wit):
Knowledge (Wisdom):
Medicine (Wisdom):
Chemistry (Wisdom):

## SPIRIT SKILLS

Persuasion (Cha):
Disguise (Cha):
Perform (Cha):
Impersonate (Cha):
Detection (Att):
Composure (Att):
Observation (Att): 5
Leadership (Ten):
Rally (Ten):
Entropy (Ten):

