

	CHARACTER N	NAME:			
	LITHEDANAGE		HIT POINTS:	POWER:	
	HTH DAMAGE:	INITIATIVE:			
		+1d10			
IDENTITY:					
SIDE:	AGE:				
LEVEL:	EXP:		To Hit:	Damage:	
TRAINING:					
CARRYING CAPACI	TY:				
			To Hit:		
-	HIT MOD.:	WEIGHT:	IU FIIG.	Damage:	
STR:		BASIC HITS:			
END:		AGILITY MOD.:			
^~1.		HEAL:	To Hit:	Damage:	
MOL INT:		ACCURACY:			
		DAMAGE:			
CHA:	-	CHA BONUS:			
			To Hit:	Damage:	
BACKERAERIT.	GOOD:	_ EVIL:			
DET HIDDEN:		IG POINTS:	SECURITY CLEARANCE:		
DET DANGER:		IG:			
POWERS:					

DRIGIN AND BACKGROUND:			
LEGAL STATUS:			
KNOWLEDGE AREAS:			
TRAINING BONUSES:			
NOTES:			
		CASH:	
		\$	