

# ClassName

Name

Level

XP

HP = 9 + Constitution  
Load = 9 + Strength

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(0), 9(0), 8(-1)

Strength

Weak -1

Intelligence

Stunned -1

Current

Max



Armor



Dexterity

Shaky -1

Wisdom

Confused -1

Damage



Max

Load

Constitution

Sick -1

Charisma

Scarred -1

## Starting Moves

### Example Move (ATTRIBUTE)

When you try to do something, roll +ATTRIBUTE. Move text.

- Option 1.
- Option 2.

## Alignments

- Alignment 1**  
Alignment trigger 1.
- Alignment 2**  
Alignment trigger 2.
- \_\_\_\_\_

## Race

- Race 1**  
Race 1 bonus.
- Race 2**  
Race 2 bonus.

## Bonds

- B: \_\_\_\_\_
- \_\_\_\_\_

## Equipment



Starting Equipment

**Choose and Weapon:**

- Weapon 1.
- Weapon 2.

## Advanced Moves

- Example Advanced Move**  
Advanced move text.

## Advanced Moves (Levels 6+)

- Example Advanced Move**  
Advanced move text.