	Charac Heroes A	cter Sl Against Darkness			
Name		Player			
Class	Class HP	XP	Level	1/2 Level Bonus	
Race	Age	Gender	Height	Weight	
ABILITY SCORE	ABIL MOD ABIL B		NT & POSSESSIC	NS	
Strength	(Abil Mod + ½ Leve	Bonus) Weapon		Dam	
Dexterity		Armor		AD	
Wisdom		Off-Hand			
Constitution		Slung			
Intelligence		Worn			
Charisma		10		40	
HEALTH POINTS Max		9			
Current		8		1	
		7		10	
ANIMA POINTS	Max	6		5	
Current		5		1	
		4			
	DEX BON MISC TOT			Burdened	
Initiative Bonus	$\begin{array}{c} + \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ $			Encumbered	
Movement Speed 5 +	++=				
ATTACKS	ABIL BON MISC TOT	AL Wealth	CP SP	GP	
Melee Bonus (Str			OUND DETAILS	100	
Ranged Bonus (Dex		Skills		1	
Magic Bonus (Wis)+=[Langs			
DEFENSES	ABIL BON MISC TOT	AL Short Term Goals		1	
Armor defense (Dex + Armor) 10-	the second se	Short Term Goals	5		
Evasion defense (Dex) 10 ⁻		Med Term Goals		<u>M</u>	
Magic defense (Wis) 10- Resilience defense (Con) 10-					
XP Earned	The second se	Long Term Goals	;	0	
100				1	
The second second			State State		
			disconting that the Anthrity and the	A CONTRACTOR	

Name	Aracter Sheet Heroes Against Darkness Player
RIGHTS & WRONGS	PORTRAIT
WOES	SINS & VIRTUES
MAJOR LIFE EVENTS	
	GOALS Short Term
FRIENDS & FOES	
	Long Term