

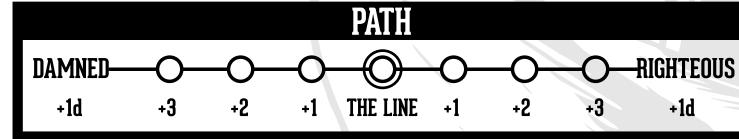
# •WEIRD FRONTIERS•

NAME \_\_\_\_\_

CLASS \_\_\_\_\_ XP \_\_\_\_\_ LVL \_\_\_\_\_

OCCUPATION \_\_\_\_\_ SPEED \_\_\_\_\_

LUCKY/BIRTH SIGN \_\_\_\_\_



**STRENGTH**

MODIFIER: \_\_\_\_\_

**AGILITY**

MODIFIER: \_\_\_\_\_

**STAMINA**

MODIFIER: \_\_\_\_\_

**PERSONALITY**

MODIFIER: \_\_\_\_\_

**LUCK**

MODIFIER: \_\_\_\_\_

**INTELLIGENCE**

MODIFIER: \_\_\_\_\_



**SAVE MODIFIERS**



**COMBAT**

INITIATIVE:

MELEE BONUS:

RANGED BONUS:

CRIT DIE:

FUMBLE DIE:

SPECIAL ABILITIES & SPELLS

WEAPON	DMG	SHOTS	RANGE

AMMO

# •WEIRD FRONTIERS•

GOODS & SUNDRIES



TRAIL NOTES



PORTRAIT

DINERO

VALUABLES

STABLE

ARCANE VAULT

