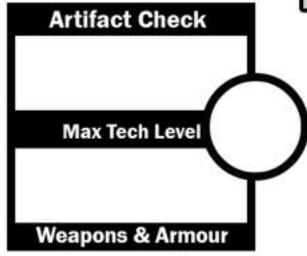


Strength	
Agility	
Stamina	
Personality	Î
Intelligence	
Luck	

Languages:	
Spe	cial Abilities
Dawinian Luck:	Regenerate 1 spent luck point for each 24-hour period.
Al Recognition:	+2 bonus to Al Recognition Rolls

Weapon		Damage
Armour		+AC
Check Pen:	Speed Pen:	Fumble:

Init	
Ref	
Fort	
Will	



Artifact

	To Hit	Damage
Melee		
Missile		
		Base
Speed		
Fumble		

Birth Sign/Lucky Roll

Check	Effect

Equipment & Treasure				

- *Two-handed weapon; d16 for initiative.
- **Missile attacks only. Uses rare ammunition.
- ***Missile attacks only. 3d6 damage at short range. Uses rare ammunition.