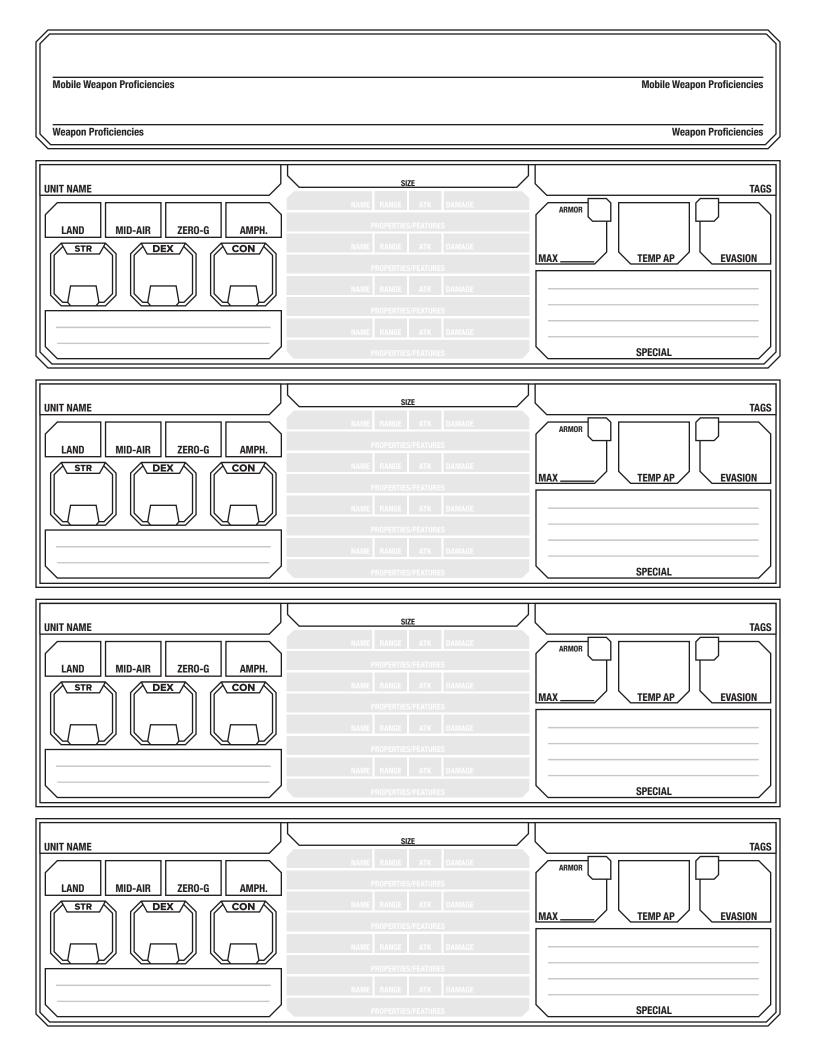
Character Name	Background	Race	MOBILE SUR JELINDAM
	-		TEUNDAMI ROLE PLAYING GAME
Player Name	Class & Leve		
STR	INSPIRATION PROFICIENCY BONUS	EVASION INITIATIVE SPEED	
			PERSONALITY TRAITS
DEX	Strength Dexterity Constitution Intelligence	Maximum HP	IDEAL
CON	SAVING THROWS	TEMPORARY HP	
INT	Athletics (Strength) Acrobatics (Dexterity) Sleight of Hand (Dexterity)	TOTAL SUCCESSES FAILURES	FLAW
WIS	Stealth (Dexterity) Computer Use (Intelligence) Repair (Intelligence) History (Intelligence) Investigation (Intelligence) Nature (Intelligence) Drive (Wisdom)	NAME RANGE ATK DAMAGE PROPERTIES/FEATURES NAME RANGE ATK DAMAGE PROPERTIES/FEATURES NAME RANGE ATK DAMAGE	BOND
CHA	Insight (Wisdom) Insight (Wisdom) Perception (Wisdom) Survival (Wisdom) Deception (Charisma) Intimidation (Charisma) Persuasion (Charisma) Performance (Charisma)	PROPERTIES/FEATURES	
		ATTACKS & TALENTS	<u> </u>
PASSIVE P	PERCEPTION		
	PROFICIENCIES	EQUIPMENT	FEATURES & TRAITS



TALENT CLASS & LEVEL	TALENT ABILITY T	TALENT ATTACK BONUS
AT-WILL TALENTS	LEVEL 3 TALENTS	LEVEL 6 TALENTS LEVEL 7 TALENTS
LEVEL 1 TALENTS	LEVEL 4 TALENTS	LEVEL 8 TALENTS
LEVEL 2 TALENTS	LEVEL 5 TALENTS	LEVEL 9 TALENTS

Character Name	Age	Height	Weight
Player Name	Hair Color	Eye Color	
	MOBILE WEAPON ART		NOTES
MOBILE WEAPON NOTES CHARACTER NOTES		СН	ARACTER ART