### Physical Abilities

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<thead>
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<tbody>
<tr>
<td><strong>STR</strong></td>
<td><strong>STA</strong></td>
<td><strong>AGL</strong></td>
<td><strong>DEX</strong></td>
</tr>
<tr>
<td>Close Damage</td>
<td>Toughness, Initiative Bonus</td>
<td>Ranged Attack Checks</td>
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### Mental Abilities

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<tbody>
<tr>
<td><strong>Fgt</strong></td>
<td><strong>INT</strong></td>
<td><strong>AWE</strong></td>
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<tr>
<td>Close Attack Checks, Parry Defense</td>
<td>Intelligence Checks</td>
<td>Will Defense</td>
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### Skills

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<th>Skill</th>
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### Advantages

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### Health & Conditions

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<th>Hits</th>
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### Defenses

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<th>Defense Class</th>
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<tr>
<td>Toughness</td>
<td>Base +10</td>
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<tr>
<td>Dodge</td>
<td>Base +10</td>
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<tr>
<td>Parry</td>
<td>Base +10</td>
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<tr>
<td>Fortitude</td>
<td>Base +10</td>
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<tr>
<td>Will</td>
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### Offenses

<table>
<thead>
<tr>
<th>Attack</th>
<th>Bonus</th>
<th>Save</th>
<th>Effect</th>
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### Initiative

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