







CORE STATS		ABILITIES	
<b>Strength</b> 		Athletics	Complex climbing, jumping or swimming and longer durations of running.
		Overpower	Overpowering another using overt threats, hostile actions, and physical violence.
		Handicraft	Efficiently creating or altering physical objects.
<b>Intelligence</b> 		Civilization	Knowledge of a lands' history, language, culture, deities and inventions.
		Magic	Knowledge of the inner workings of magical spells, beings and items.
		Nature	Knowledge of all life in flora and fauna and how to preserve it with medicine.
<b>Endurance</b> 		Perseverance	Maintaining a level of competence physically and emotionally in tough environments.
		Fortitude	Determines the harm done by physical hazards like traps, torture, poisons and more.
		Concentration	Determines the harm done by magical hazards like magical traps, mind controlling magic and more.
<b>Agility</b> 		Acrobatics	Complex stunts like dives, rolls, somersaults, and flips.
		Nimbleness	Reaction time and stealthy actions to remain unseen.
		Trickery	Devious actions like lockpicking, stealing, and sleight of hand actions.
<b>Sensory</b> 		Awareness	Passive awareness of your surroundings, used to get an overall picture of a situation.
		Clue finding	Spotting specific details of certain objects or areas.
		Empathy	Increase the understanding of another based on social interaction and body language.
<b>Luck</b> 		Comfort	Communicate pleasantly and gain the benefit of the doubt over strangers.
		Entertainment	Delight an audience with any form of entertainment.
		Fortune	While it may not be a direct expertise, the hands of fate may just tend to act in your favor.

WEAPONS	SIZE	TYPE	RANGE	POWER	OTHER BATTLE STATS

ARMOR	PHYSICAL ARMOR	MAGICAL ARMOR	OTHER BATTLE STATS

ARTIFACTS	DESCRIPTION

BATTLE STATS			OFFENSIVE			DEFENSIVE						
Build	Movement	Range	Power	Critical chance	Critical bonus	Dodge chance	Physical armor	Magical armor	Physical block chance	Magical block chance	Block bonus	Bonus heal
Effects												

MAX HEALTH	SHIELD	CURRENT HEALTH