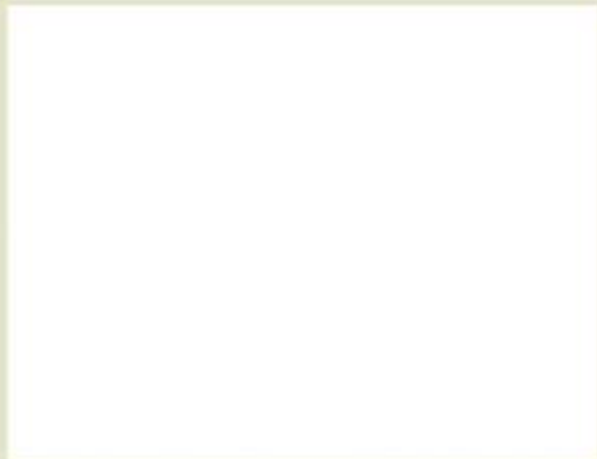


Character Portrait



Name

Age

Level

Race

Class

HP

Class Bonus
+ Armor
+ Integrity

Scored

Self Total
HP

Total
Armor

Equipped
Armor

Integrity

To Hit

Weapon +
Primary Stat
+ Level

Damage

Id4 + Weapon +
Primary Stat
+ Level

Bonuses

Initiative

Integrity
+ Level

Speed

Sum
+ Armor

Surges per day

Action Points

Status box

Ability Scores

Strength

Integrity

Knowledge

Friendship

Skills

Level + Ability Trained Armor Penalty

Acrobatics

Arcana

Athletics

Bluff

Diplomacy

Dungeoneering

Endurance

Heal

History

Insight

Intimidate

Nature

Perception

Religion

Stealth

Streetwise

Thievery

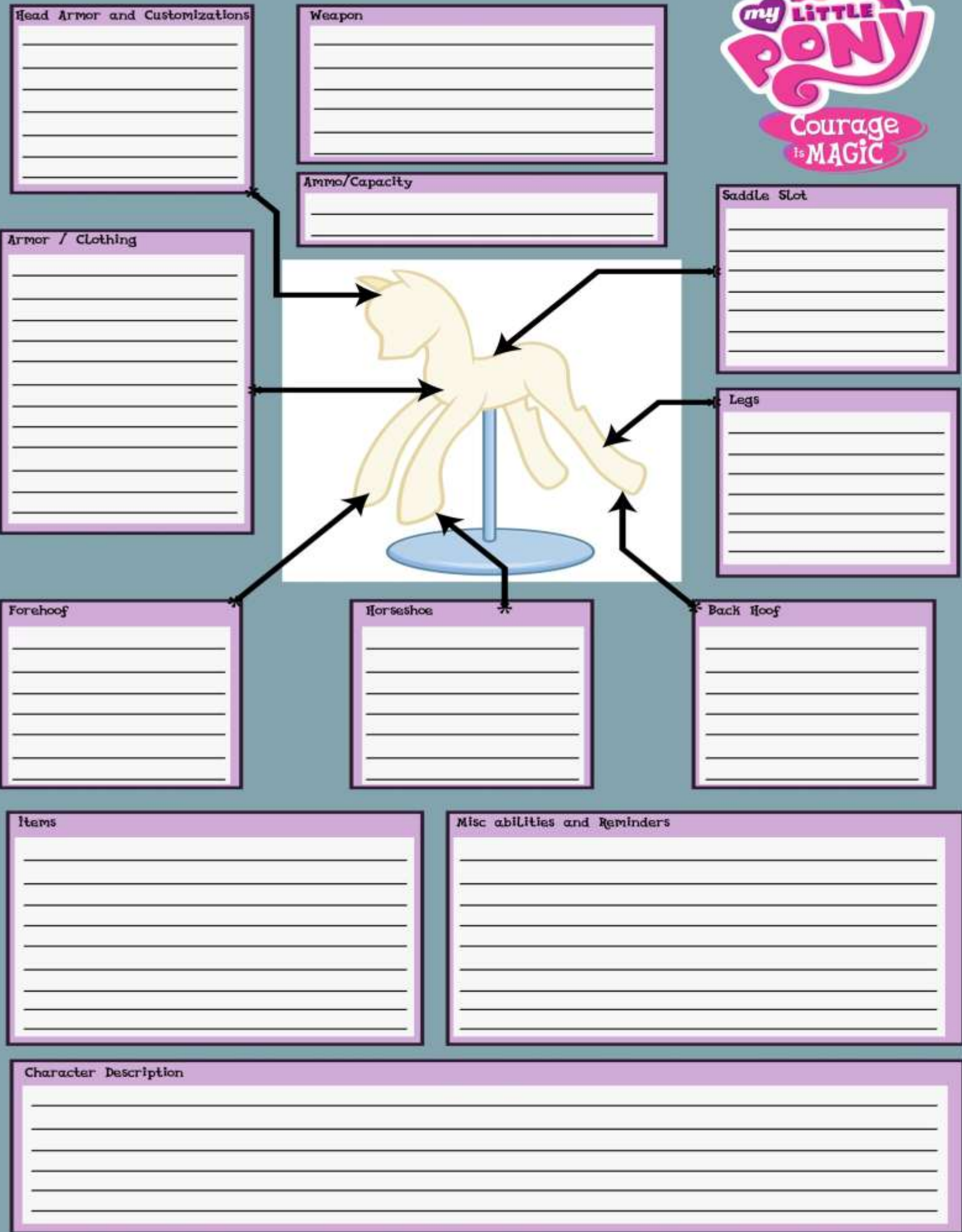
Abilities and cutie mark powers

Merits

XP Total



The darkness holds many horrors, but the brightest sunlight is found for the highest and darkest.



Weapon

Saddle Slot

Legs

Horseshoe

Back Hoof

Misc abilities and Reminders

Character	Description
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