

# OWLEHOOT TRAIL

## ABILITY SCORES

## SKILLS

## ATTACK BONUSES

## DEFENSES

	Total	Level	Race	Class
<b>AMITY</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>LEARNING</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>TOUGHNESS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Total	Level	Ability
<b>MELEE</b> GRIT + Level	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>MISSILE</b> DRAW + Level	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>POWER</b> WITS + Level	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Total	Level	Ability	Race/Class
<b>DEFENSE</b> 10 + DRAW + Level	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>MENTAL DEF</b> 10 + WITS + Level	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INITIATIVE</b> DRAW	<input type="text"/>		<input type="text"/>	



# POWERS

# WEAPONS

## NOTES

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# EQUIPMENT