Player		Name			
e.	F	6 →		Ta	T
STRENGTH	DEXTERITY	FITNESS	WILLPOWER	PERCEPTION	NTELLECT
OUGHNESS	Ніт- Т ©оіртs				
		- -			
RACE:					
Backgrouni	o-Story:				
PVENTORY ARMOR:					
J Het loic.					

For the free roleplaying game "Bump In The Night", by Michael Dunlop, © 2002 http://www.wss.yale.edu/~michael/bitn/

Player	113me		Kaee
TLAWS:			
NAME:		DESCRIPTION:	
		. ,	
Backgrounds:			
Name:		DESCRIPTION:	
			-

Player	Name 			Racc 	
OWERS:					
NAME:	SCORE	Type	© OST	DESCRIPTION:	
-					
	I			<u>l</u>	
SKILLS:					
NAME:	SCORE	STAT	DESCRIPT	ION:	

Player	Name		Race 		
Magical Style:					
Spells:					
NAME:	SPHERE:	SCORE	@ OMPLEXITY	© ost	(° (T*
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^{*}CT = Casting-Time = time needed to cast the spell