

A Murder of Crows

CHARACTER SHEET

SECOND IN THE JOTUN OF THE WEST INTERACTIVE GAMEBOOK SERIES

CHARACTER ATTRIBUTES (50 POINTS MAXIMUM)

STRENGTH (5 - 11)	<input type="text"/>	}	-	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	COMBAT VALUE
AGILITY (1 - 5)	<input type="text"/>								
ENDURANCE (15 - 35)	<input type="text"/>								
LUCK (1 - 5)	<input type="text"/>								
INTUITION (1 - 5)	<input type="text"/>								
			SUB-TOTAL	SKILL/TALENT BONUS					

50 character points must be spread within these five attributes. Strength plus Agility, combined with any Talent Bonuses, will determine your character's Combat Value.

ENDURANCE POINTS

Note: Your initial Endurance level cannot be exceeded during the course of your adventure

NOTES

JOTUN TO ENGLISH TRANSLATIONS

deskai	-	a rite of passage
vehmin	-	Men of the South
oera'dim	-	the Hordim
trell'sara	-	the Fallen Masters
emurion'ka	-	a talisman of power
shan'dari	-	Shaman of the Jotun
kraal	-	Hordim community
shadi	-	Oera'dim Assassin

CHOSEN TALENTS

- 1)
- 2)

COMBAT RESOLUTION RECORD

C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>
C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>	C.V. <input type="text"/> E.P. <input type="text"/>

