

CHARACTER NAME		PLAYER
PERSONALITY	APPEARANCE	PRONOUNS
		SPECIES
		FROM
BACKGROUNDS	TITLE	

----- CONTACTS ----- XP -----

<div> <div> <div></div> <div></div> <div></div> </div> </div>		<div> <div> <div></div> <div></div> <div></div> </div> </div>		<div> <div>SPENT</div> <div>TOTAL</div> </div>	

<div> <div> <div></div> <div></div> <div></div> </div> </div>		<div> <div> <div></div> <div></div> <div></div> </div> </div>		<div> <div>COST.</div> <div>SPENT ON</div> </div>	

--- BODY ----- INVENTORY -



A black and white line drawing of a human figure from the front, standing with arms at the sides. A vertical dashed line runs down the center of the body, from the top of the head to the bottom of the feet, representing the midline. The figure is enclosed in a rounded rectangular frame. To the right of this frame is a large, empty rectangular area with horizontal lines, resembling a notepad.[illegible]

- ACCOUNTS -

NOTES		HOLDER	UNIT	VAL.



----- ATTRIBUTES -----

+



STRENGTH

+



DEXTERITY

+

INTELLECT

+

PRESENCE

- SKILLS ----- ITEMS -- TRAINING -

	RANGE	m
	RATE	/TURN
	MDFR.	+
	RESIST	-

- FEATURES -

	RANGE	m
	RATE	/TURN
	MDFR.	+
	RESIST	-

	RANGE	m
	RATE	/TURN
	MDFR.	+
	RESIST	-

	RANGE	m
	RATE	/TURN
	MDFR.	+
	RESIST	-

	RANGE	m
	RATE	/TURN
	MDFR.	+
	RESIST	-

	RANGE	m
	RATE	/TURN
	MDFR.	+
	RESIST	-

-- DAMAGE --

RESISTANCES			
STR	DEX	INT	PRS
-	-	-	-

V V V

DAMAGE TAKEN

V V V

STATUS	
<input type="checkbox"/> UNCONCIOUS <input type="checkbox"/> COMATOSE <input type="checkbox"/> BLINDED <input type="checkbox"/> PRONE	

LUCK POINTS