

Beta 2.0.X

Character	Player
Height	Age
Weight	XP
Appearance	

Speed


(Athletics / 2)


	Total	Lost
HP	(Con \times 2)	

	Total	Lost
FP		
	(Con + Str)	

	Total	Lost
MP		

(Int \times Wis)

Dodge 
(Speed + DfM)

Parry 
(Fight / 2 + DfM)

Agi

Cha

Pro	Con
<p>1. Reduces the carbon footprint by decreasing the need for energy-intensive data centers and server farms.</p> <p>2. Increases energy efficiency by utilizing renewable energy sources and reducing power consumption.</p> <p>3. Reduces electronic waste by extending the lifespan of devices and components.</p> <p>4. Enhances data security by minimizing the number of data storage locations and reducing the risk of breaches.</p> <p>5. Improves network performance by reducing latency and increasing bandwidth.</p>	<p>1. Increases the cost of IT infrastructure due to the need for specialized hardware and software.</p> <p>2. Reduces the availability of data by limiting the number of backup copies and increasing the risk of data loss.</p> <p>3. Increases the complexity of IT management by requiring specialized skills and knowledge.</p> <p>4. Reduces the flexibility of IT systems by limiting the ability to scale and adapt to changing needs.</p> <p>5. Increases the risk of downtime by relying on a single point of failure.</p>

Dex

Int

Str

Wis

SKILL

LEVEL

SPECIALISATIONS

Academics	Int + Int =	_____
Investigation	Int + Wis =	_____
Magic	Int + Wis =	_____
Perception	Int + Wis =	_____
Survival	Con + Int =	_____
Thievery	Dex + Int =	_____
Athletics	Agi + Con =	_____
Fighting (Hvy)	Agi + Str =	_____
Fighting (Lgt)	Agi + Dex =	_____
Physique	Con + Str =	_____
Stealth	Agi + Wis =	_____
Contacts	Cha + Int =	_____
Insight	Cha + Wis =	_____
Nursing	Con + Wis =	_____
Persuasion	Cha + Cha =	_____
Crafting	Dex + Int =	_____
Shooting	Agi + Dex =	_____
Vehicle (Air)	Dex + Int =	_____
Vehicle (Land)	Dex + Wis =	_____
Vehicle (Sea)	Dex + Int =	_____

EXPLOITS

[illegible]

[illegible]

SHIELDS				
SHIELD NAME	SPECIALISATION	DAMAGE & TYPE	DfM	DAMAGE RES.

A R M O U R		
ARMOUR NAME	DfM	DAMAGE RESISTANCE

[illegible]

CHARACTER NOTES

[illegible]

MONEY

INVENTORY

[illegible]