

Beta 2.0.X

Character	_____	Player	_____
Height	_____	Weight	_____
Appearance	_____	Age	_____
			XP

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

Con	
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Dex 

Int	
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Str

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Wis

SKILL

LEVEL

SPECIALS

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]

WEAPONS

WEAPON NAME	SPECIALISATION	DAMAGE & TYPE	RANGE	PARRY

SPELLS

NAME	COST	DESCRIPTION

CHARACTER NOTES

ARMOUR & POSSESSIONS

MONEY
