

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]

[illegible]

SHIELDS				
SHIELD NAME	SPECIALISATION	DAMAGE & TYPE	DfM	DMG. RES.

A R M O U R		
ARMOUR NAME	DfM	DAMAGE RESISTANCE

[illegible]

[illegible]

[illegible]