SIREN
CHARACTER SHEET
Beta 2.0.X

Character		Player		
Height	Weight	_	Age	
Appearance				XP

## SATISTICS

	SA	1151165	
	Total Lost	Total Lost	Total Lost
Speed	HP	FP	MP
(Athletics / 2)	$(\operatorname{Con} \times 2)$	(Con + Str)	(Int × Wis)
D 1			
Dodge		SKILLS	
(Speed + DfM)	SKILL	LEVEL	SPECIALS
Parry	Academics	$Int + Int = \underline{\hspace{1cm}}$	
	Investigation	$Int + Wis = \underline{\hspace{1cm}}$	
(Fight / 2 + DfM)	Magic	$Int + Wis = \underline{\hspace{1cm}}$	
	Perception	$Int + Wis = \underline{\hspace{1cm}}$	
TRAITS	Survival	$Con + Int = \underline{\hspace{1cm}}$	
	Thievery	$Dex + Int = \underline{\hspace{1cm}}$	
A cri	Athletics	Agi + Con =	
Agi	Fighting (Hvy)	$Agi + Str = \phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$	
	Fighting (Lgt)	Agi + Dex =	
Cl	Physique	Con + Str =	
Cha	Stealth	$Agi + Wis = \overline{}$	
	Contacts	Cha + Int =	
	Insight	Cha + Wis =	
Con	Nursing	Con + Wis =	
	Persuasion	$Cha + Cha = \overline{}$	
	Crafting	$Dex + Int = \overline{}$	
Dex	Shooting	$Agi + Dex = \phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$	
	Vehicle (Air)	Dex + Int =	
<b>T</b> .	Vehicle (Land)	$Dex + Wis = \overline{}$	
Int	Vehicle (Sea)	$Dex + Int = \overline{}$	
Str		EXPLOIT	ΓS
Wis			

## WEAPONS

WEAPON NAM	E SPE	CIALISATION	DAMAGE & T	YPE RANGE
NAME	COST	SPELLS	S DESCRIPTIC	)N
TVAIVIL			DESCRIPTION	
		· <u> </u>		
CHARACT	TER NOT	E S A	RMOUR & P	OSSESSION
		_		
		_		
				MONEY