

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

| | |
|-----|--|
| Con | |
|-----|--|

Dex

| | |
|-----|--|
| Int | |
|-----|--|

Str

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][illegible][illegible]

ARMOUR & POSSESSIONS

[illegible]