SIREN
CHARACTER SHEET
Beta 2.3.X

Character		Player		
Height	Weight	_	Age	
Appearance				XP

## SATISTICS

57(1151165				
	Total Lost	Total Lost	Total Lost	
Speed	HP	FP	MP	
(Athletics / 2)	(Con × 2)	(Con + Str)	$(\text{Log} \times \text{Int})$	
Dodge		SKILLS		
(Speed + DfM)	SKILL	LEVEL	SPECIALSISATIONS	
	Academics	Log + Log =		
Parry   /	Investigation	Log + Int =		
(Fight $/ 2 + DfM$ )	Magic	Log + Int =		
	Perception	Log + Int =		
TRAITS	Survival	Con + Log =		
	Thievery	$Dex + Log = \frac{}{}$		
	Athletics	Agi + Con =		
Agi	Fighting (Hvy)	$Agi + Str = \phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$		
	Fighting (Lgt)	Agi + Dex =		
	Physique	Con + Str =		
Cha	Stealth	Agi + Int =		
	Contacts	Cha + Log =		
	Insight	Cha + Int =		
Con	Nursing	Con + Int =		
	Persuasion	Cha + Cha =		
Dar.	Crafting	$Dex + Log = \boxed{}$		
Dex	Shooting	Agi + Dex =		
	Vehicle (Air)	$Dex + Log = \boxed{}$		
Int	Vehicle (Land)	$Dex + Int = \boxed{}$		
Int	Vehicle (Sea)	$Dex + Log = \boxed{}$		
Log		EXPLOITS	 S	
Str				

## WEAPONS

WEAPON NAME	SPECIALISA	SPECIALISATION		DAMAGE & TYPE		GE	PARRY
SHIELD NAME	SPECIALISA		I E L D S  DAMAG	E & TYPE	DfM	DAN	MAGE RES.
AR	RMOUR NAME	A R	M O U R	DAMAGE	RESISTA	NCE	
NAME	COST	S P RANGE	ELLS	DE	SCRIPTIO	DN	

CHARACTER NOTES	MONEY
	INVENTORY