| SIREN           |
|-----------------|
| CHARACTER SHEET |
| Beta 2.0.X      |

| Character  |        | Player |     |    |
|------------|--------|--------|-----|----|
| Height     | Weight | _      | Age |    |
| Appearance |        |        |     | XP |

## SATISTICS

| SATISTICS          |                         |   |             |
|--------------------|-------------------------|---|-------------|
|                    | Total Lost              | Total Lost  | Total Lost  |
| Speed              | HP                      | FP  | MP          |
| (Athletics / 2)    | (Con × 2)               | (Con + Str)   | (Int × Wis) |
| Dodge              |                         | SKILLS  |             |
| (Speed + DfM)      | CMILI                   |   | CDECIALC    |
| (Speed + DIM)      | SKILL                   | LEVEL<br>Int + Int =  | SPECIALS    |
| Parry              | Academics Investigation | $\frac{\text{Int} + \text{Int} - \underline{\hspace{1cm}}}{\text{Int} + \text{Wis} = \underline{\hspace{1cm}}} -$ |             |
| (Fight  / 2 + DfM) | Magic                   | $\frac{\text{Int} + \text{Wis} =}{\text{Int} + \text{Wis} =}$   |             |
| (1.28.11)          | Perception              | $Int + Wis = {}$  |             |
| TRAITS             | Survival                | $Con + Int = {}$  |             |
|                    | Thievery                | $Dex + Int = \frac{}{}$   |             |
|                    | Athletics               | $Agi + Con = \frac{-}{}$  |             |
| Agi                | Fighting (Hvy)          | $Agi + Str = \frac{-}{}$  |             |
|                    | Fighting (Lgt)          | Agi + Dex =   |             |
|                    | Physique                | Con + Str =   |             |
| Cha                | Stealth                 | $Agi + Wis = \phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$  |             |
|                    | Contacts                | Cha + Int =   |             |
|                    | Insight                 | Cha + Wis =   |             |
| Con                | Nursing                 | $\operatorname{Con} + \operatorname{Wis} = \overline{}$   |             |
|                    | Persuasion              | Cha + Cha =   |             |
| Dov                | Crafting                | $Dex + Int = \boxed{}$  |             |
| Dex                | Shooting                | Agi + Dex =   |             |
|                    | Vehicle (Air)           | Dex + Int =   |             |
| Int                | Vehicle (Land)          | $Dex + Wis = \underline{\hspace{1cm}}$  |             |
|                    | Vehicle (Sea)           | $Dex + Int = \underline{\hspace{1cm}}$  |             |
|                    |                         |   |             |
| Str                |                         | EXPLOIT   | S           |
|                    |                         |   |             |
| Wis                |                         |   |             |
| VV 15              |                         |   |             |
|                    |                         |   |             |
|                    |                         |   |             |
|                    |                         |   |             |
|                    |                         |   |             |
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|                    | I                       |   |             |

## WEAPONS

| WEAPON NAME | SPECIALISATION        | DAMAGE & TYPE     | RANGE      | PARRY     |
|-------------|-----------------------|-------------------|------------|-----------|
|             |                       |                   |            |           |
| SHIELD NAME | S H<br>SPECIALISATION | IELDS DAMAGE&TYPE | DfM ]      | DMG. RES. |
| AF          | A R RMOUR NAME        | MOUR  DfM DAMAGE  | RESISTANCE |           |
| NAME        | COST                  | PELLS DESCR       | IPTION     | -         |
|             |                       |                   |            |           |
|             |                       |                   |            |           |

| CHARACTER NOTES | MONEY     |
|-----------------|-----------|
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|                 | INVENTORY |
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