

# EDA

ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME

LINEAGE & HERITAGE

TOTAL XP

## ATTRIBUTES

STRENGTH (STR)

AGILITY (AGI)

LOGIC (LOG)

INSTINCT (INS)

CHARISMA (CHA)

CONSTITUTION (CON)

## VITALITY & DEFENSE

HEALTH POINTS (HP)

\_\_\_\_\_ / \_\_\_\_\_

INSTINCT POINTS (IP)

\_\_\_\_\_ / \_\_\_\_\_

SPEED

\_\_\_\_\_

DEFENSE

\_\_\_\_\_

REACTIONS

\_\_\_\_\_

BLEED

\_\_\_\_\_

CRITICAL INJURIES

## ARSENAL & COMBAT

COMBAT STYLE

SCORE

DMG

NOTES

COMBAT STYLE	SCORE	DMG	NOTES

## TALENTS & ABILITIES

HERITAGE TRAITS

## SKILLS

Athletics (STR)

\_\_\_\_\_

Endurance (CON)

\_\_\_\_\_

Acrobatics (AGI)

\_\_\_\_\_

Stealth (AGI)

\_\_\_\_\_

Arcana (LOG)

\_\_\_\_\_

History (LOG)

\_\_\_\_\_

Investigation (LOG)

\_\_\_\_\_

Nature (LOG)

\_\_\_\_\_

Medicine (LOG)

\_\_\_\_\_

Deception (CHA)

\_\_\_\_\_

Diplomacy (CHA)

\_\_\_\_\_

Intimidation (CHA)

\_\_\_\_\_

Performance (CHA)

\_\_\_\_\_

Insight (INS)

\_\_\_\_\_

Perception (INS)

\_\_\_\_\_

Survival (INS)

\_\_\_\_\_

## JOURNAL

## INVENTORY

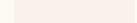
#	ITEM NAME
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## CURRENCY

GOLD (GP)



SILVER (SP)



COPPER (CP)

