EDA

ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME

LINEAGE & HERITAGE

TOTAL XP

ATTRIBUTES

- STRENGTH (STR)
- AGILITY (AGI)
- LOGIC (LOG)
- INSTINCT (INS)
- CHARISMA (CHA)
- CONSTITUTION (CON)

TALENTS & ABILITIES

HERITAGE TRAITS

TIER	NAME	EFFECT

VITALITY & DEFENSE

HEALTH POINTS (HP) ___ / ___

INSTINCT POINTS (IP) ___ / ___

SPEED

DEFENSE

REACTIONS

ARSENAL & COMBAT

COMBAT STYLE	SCORE	DMG	NOTES

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
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

Currency

GOLD (GP)	SILVER (SP)	COPPER (CP)