

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

TALENTS & ABILITIES

HERITAGE TRAITS

TIER	NAME	EFFECT

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)

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JOURNAL

INVENTORY

#	ITEM NAME
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CURRENCY

GOLD (GP)

SILVER (SP)

COPPER (CP)