

# CHARACTER SHEET

Name:	Level:			
<i>Attributes &amp; Stats:</i>				
End: ♣ ♥	<b>HP</b>	Current	Max	
Fin: ♠ ♦	<b>Speed</b>	Current	Max	
Wit: ♠ ♥	<b>Max Hand Size</b>	Current	Max	
Int: ♣ ♦	<b>Reserve</b>	Current	Max	
Cha: ♦ ♥	<b>Clout</b>	Current	Max	
Mig: ♣ ♠	<b>Guard</b>	Current	Refresh	Max
<i>Feature List:</i>				
Feature Name:	Tags:			
<i>Relationship List:</i>				
Character:	Relation:			
<i>Style:</i>				
<i>Signature Ability:</i>				

The diagram shows a simple human silhouette with ten numbered points corresponding to specific body locations: 1. Head (top), 2. Face (forehead), 3. Neck (nape), 4. Shoulders (shoulder blades), 5. Chest (breastbone), 6. Back (upper back), 7. Wrists (wrist joints), 8. Hands (fists), 9. Legs (knees), and 10. Feet (toes). Dashed lines connect the numbers to the appropriate parts of the figure.

# **CHARACTER SHEET**

Name: \_\_\_\_\_

Level: \_\_\_\_\_

***Features Details:***

***Relationships Details:***