



PLAYER

Name: _____
 Class: _____ Hair/Eyes: _____ / _____
 Level: _____ Age: _____ Devl. Points: _____
 Gender: _____ Height, Weight: _____ / _____
 Race: _____ Appearance: _____ Size: _____

EXPERIENCE

Actual: _____ Next level: _____

BASE ACTUAL BONUS

AGI			
CON			
DEX			
STR			
INT			
PER			
POW			
WP			



PHYSICAL ABILITIES

Fatigue

Base _____
 Special _____
 Actual _____

ARMOR

Movement

Base _____
 Penalty _____
 Bonus _____
 Final _____

INTURN

WEAR ARMOR

Base: _____
 STR: _____
 Sp.: _____
 Final: _____

ARMOR

For. Pres. Sp. Req.

ARMOR TYPE

Cut Imp Thr Heat Ele Cold Ene Location

Final

COMBAT

Dodge

Attack

Base _____
 Dexterity _____
 Class _____
 Final: _____

Block

Base _____
 Dexterity _____
 Class _____
 Final: _____

Base

Agility _____
 Special _____
 Class _____
 Final: _____

WEAPON

Attack	Defense	Base Damage	Str Bonus	Final Damage	Special

WEAPON

Attack	Defense	Base Damage	Str Bonus	Final Damage	Special

WEAPON

Attack	Defense	Base Damage	Str Bonus	Final Damage	Special

WEAPON

Attack	Defense	Base Damage	Str Bonus	Final Damage	Special

Initiative	Base	SP1	SP2	SP3	SP4
Base	20	20	20	20	20
Armor	N/A				
Agility					
Dexterity					
Weapon	20				
Class					
Special					
Final					

LIFE POINTS

ŠÚ T ultiple _____
 Base _____
 Class _____
 Multiples _____
 Final LP: _____
 Actual _____

SECONDARY ABILITIES

ATHLETICS

	Base	Bonus	SPE	Class	Final
[] Acrobatics	AGI	+	+	+	
[] Athleticism	AGI	+	+	+	
[] Climb	AGI	+	+	+	
[] Jump	STR	+	+	+	
[] Ride	AGI	+	+	+	
[] Swim	AGI	+	+	+	

VIGOR

	Base	Bonus	SPE	Class	Final
[] Composure	WP	+	+	+	
[] Feats of Str.	STR	+	+	+	
[] Withst. Pain	WP	+	+	+	

PERCEPTION

	Base	Bonus	SPE	Class	Final
[] Notice	PER	+	+	+	
[] Search	PER	+	+	+	
[] Track	PER	+	+	+	

INTELLECTUAL

	Base	Bonus	SPE	Class	Final
[] Animals	INT	+	+	+	
[] Appraisal	INT	+	+	+	
[] Memorize	INT	+	+	+	
[] Herbal Lore	INT	+	+	+	
[] History	INT	+	+	+	
[] M. Appraisal	POW	+	+	+	
[] Medicine	INT	+	+	+	
[] Navigation	INT	+	+	+	
[] Occult	INT	+	+	+	
[] Sciences	INT	+	+	+	

SOCIAL

	Base	Bonus	SPE	Class	Final
[] Intimidate	WP	+	+	+	
[] Leadership	POW	+	+	+	
[] Persuasion	INT	+	+	+	
[] Style	POW	+	+	+	

SUBTERFUGE

	Base	Bonus	SPE	Class	Final
[] Disguise	DEX	+	+	+	
[] Hide	PER	+	+	+	
[] Lock Picking	DEX	+	+	+	
[] Poisons	INT	+	+	+	
[] Theft	DEX	+	+	+	
[] Stealth	AGI	+	+	+	
[] Trap Lore	PER	+	+	+	

CREATIVE

	Base	Bonus	SPE	Class	Final
[] Art	POW	+	+	+	
[] Dance	AGI	+	+	+	
[] Forging	DEX	+	+	+	
[] Music	POW	+	+	+	
[] Sl. of Hand	DEX	+	+	+	

SPECIAL

	Base	Bonus	SPE	Class	Final
[]		+	+	+	
[]		+	+	+	
[]		+	+	+	

Magic Accumulation

Base MA.:

Multiples:

Special:

Final MA:

ZEON

Base Zeon:

Class:

Special:

Final:

ACTUAL ZEON

MAGIC PROJECTION

Base:

Dex Bonus:

Special:

Final:

IMBALANCE

Offen. Defen.

PSYCHIC POTENTIAL

Base:

Special:

Final:

PSYCHIC POINTS

Base PP:

Free PP:

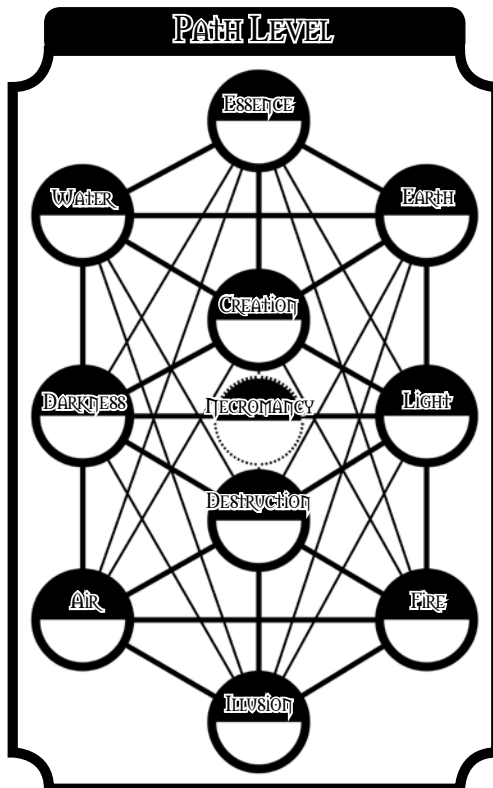
PSYCHIC PROJECT

Base:

Dex Bonus:

Special:

Final:



PSYCHIC DISCIPLINES

1. 3.

2. 4.

Mental Powers

	Bon.	Dir.
<input type="text"/>	<input type="text"/>	<input type="text"/>
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Q OF INNPATES

USE OF KI (40)

- Ki Control (30)
 - Ki Detection (20)
 - Erudition (10)
- Weight Elimination (10)
 - Levitation (20)
 - Object Motion (10)
 - Flight (20)
- Presence Extrusion (10)
 - Energy Armor (10)
 - Aura Extension (10)
 - Destruction By Ki (20)
- Ki Transmission (10)
 - Ki Healing (10)
- Use Of Necessary Energy (10)
 - Ki Concealment (10)
 - False Death (10)
 - Elimination Of Necessities (10)
 - Penalty Reduction (20)
 - Recovery (20)
 - Characteristic Augmentation (20)
- Inhumanity (30)
 - Zen (50)

	Accu.	KI	ACTUAL
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
AGI	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
WP	<input type="text"/>	<input type="text"/>	<input type="text"/>
POW	<input type="text"/>	<input type="text"/>	<input type="text"/>

RESISTANCES

	BASE	CAR	BON	SPE	FINAL
BASE PRESENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PHYSICAL	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
DISEASE	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
POISON	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
Magic	<input type="text"/>	POW	<input type="text"/>	<input type="text"/>	<input type="text"/>
PSYCHIC	<input type="text"/>	WP	<input type="text"/>	<input type="text"/>	<input type="text"/>

ADVANTAGES	DISADVANTAGES
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

SPECIAL ABILITIES / MODULES	COST
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

TECHNIQUE **MK**

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

LEVEL **ACUM.** **SR** **AGI** **DEX** **CON** **POW** **WP** **MK**

TECHNIQUE **MK**

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<input type="text"/>	<input type="text"/>

LEVEL **ACUM.** **SR** **AGI** **DEX** **CON** **POW** **WP** **MK**

TECHNIQUE **MK**

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<input type="text"/>	<input type="text"/>

LEVEL **ACUM.** **SR** **AGI** **DEX** **CON** **POW** **WP** **MK**

TECHNIQUE **MK**

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<input type="text"/>	<input type="text"/>

LEVEL **ACUM.** **SR** **AGI** **DEX** **CON** **POW** **WP** **MK**

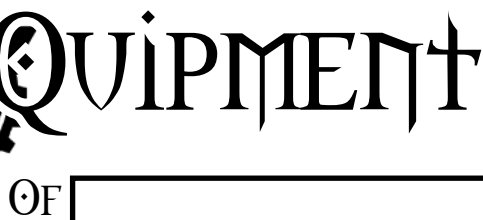
SUMMONING







	CAR	BASE	BONUS	SPE	FINAL
Summon	POW	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
Control	WP	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
Bind	POW	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
Banish	POW	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>

SPECIALIZATION

MARITAL ARTS	SPECIAL ABILITIES
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

TOTAL MK **ATT BON** **DEF BON** **DAMAGE**

OF [illegible][illegible][illegible][illegible]

MONEY	
GOLD QUANTITY  <input type="text"/>	JEWELLERY QUANTITY  <input type="text"/>
SILVER QUANTITY  <input type="text"/>	 <input type="text"/> QUANTITY <input type="text"/>
COPPER QUANTITY  <input type="text"/>	 <input type="text"/> QUANTITY <input type="text"/>

Rations	
Food	
Drink	

[illegible][illegible][illegible][illegible]

[illegible]

Innate Magic	
Base:	
Special:	
Final:	

The diagram features a large, stylized black letter 'F'. Inside the top horizontal bar of the 'F' is the text 'Maximum ZION VALVE' in a white, jagged, comic-style font. Inside the vertical stem of the 'F' is the word 'INTELLIGENCE' in the same font. A white rounded rectangle is attached to the right side of the vertical stem. Five lines radiate from this rectangle to five white rounded rectangular boxes on the right. These boxes are labeled 'X10', 'X20', 'X30', 'X40', and 'X50' from top to bottom, with the labels placed to the left of each box.

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LANGUAGES	
BASE:	
1:	
2:	
3:	
4:	
5:	
MAX. LANGUAGES	