

降世神通
AVATAR

PLAYER: _____
 CHARACTER: _____
 BACKGROUND: _____
 ORIGIN: _____
 CLASS: _____
 SPECIALIZATION: _____

CRITICAL INJURIES		SOAK	
RESULT	SEVERITY		
	◆◆◆◆		
	◆◆◆◆		
	◆◆◆◆		
	◆◆◆◆	CURRENT	
	◆◆◆◆	WOUND	STRAIN
DEFENSE		MAX THRESHOLD	
Ranged	Melee	WOUND	STRAIN
HONOR			

- | | |
|----------------|-------|
| ○ Athletics | ◇◇◇◇◇ |
| ○ Intimidation | ◇◇◇◇◇ |
| ○ Sailing | ◇◇◇◇◇ |
| ○ Resilience | ◇◇◇◇◇ |

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|-------------------|-------|
| ○ Animal Handling | ◆◆◆◆◆ |
| ○ Perform | ◆◆◆◆◆ |
| ○ Persuasion | ◆◆◆◆◆ |
| ○ Leadership | ◆◆◆◆◆ |
| ○ Negotiation | ◆◆◆◆◆ |

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|--------------|-------|
| ○ Deception | ◇◇◇◇◇ |
| ○ Discipline | ◇◇◇◇◇ |
| ○ Perception | ◇◇◇◇◇ |
| ○ Survival | ◇◇◇◇◇ |

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|----------------|-------|
| ○ Bending Arts | ◇◇◇◇◇ |
| ○ Empathy | ◇◇◇◇◇ |
| ○ Instinct | ◇◇◇◇◇ |
| ○ Meditation | ◇◇◇◇◇ |

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|-------------------|-------|
| ○ Acrobatics | ◇◇◇◇◇ |
| ○ Crafting | ◇◇◇◇◇ |
| ○ Piloting | ◇◇◇◇◇ |
| ○ Sleight-of-Hand | ◇◇◇◇◇ |
| ○ Stealth | ◇◇◇◇◇ |

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|---------------|-------|
| ○ Decipher | ◇◇◇◇◇ |
| ○ Engineering | ◇◇◇◇◇ |
| ○ Medicine | ◇◇◇◇◇ |
| ○ Navigation | ◇◇◇◇◇ |

KNOWLEDGE SKILLS

- | | |
|----------------|-----------|
| ○ Culture | ◇ ◇ ◇ ◇ ◇ |
| ○ Geography | ◇ ◇ ◇ ◇ ◇ |
| ○ History | ◇ ◇ ◇ ◇ ◇ |
| ○ Nature | ◇ ◇ ◇ ◇ ◇ |
| ○ Spirit World | ◇ ◇ ◇ ◇ ◇ |
| ○ Streetwise | ◇ ◇ ◇ ◇ ◇ |
| ○ Warfare | ◇ ◇ ◇ ◇ ◇ |

COMBAT SKILLS

- | | |
|----------------------------|-------|
| ○ Martial Arts (BOD) | ◇◇◇◇◇ |
| ○ One-Handed Weapons (BOD) | ◇◇◇◇◇ |
| ○ Two-Handed Weapons (BOD) | ◇◇◇◇◇ |
| ○ Bending (ANY) | ◇◇◇◇◇ |
| ○ Ranged (Heavy) (AGI) | ◇◇◇◇◇ |
| ○ Ranged (Light) (AGI) | ◇◇◇◇◇ |

MOTIVATION:

<div>DESIRE</div>	<div>STRENGTH</div>
<div>FEAR</div>	<div>FLAW</div>

EXPERIENCE POINTS

UNUSED	USED	TOTAL
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MONEY

COPPER	SILVER	GOLD
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WEAPON	QTY	ENCUM	CARRY	EQUIP	DMG	CRIT	RANGE	SPECIAL

ARMOR	ENCUM	EQUIP	SOAK	RANGED DEF	MELEE DEF	SPECIAL QUALITIES & ATTRIBUTES

GEAR

NOTES