



## DRACHENFELD - FUTURE

<div>CHARACTER NAME</div>			
	LEVEL	BACKGROUND	PLAYER NAME
	CULTURE	SPECIES	EXPERIENCE



AGILITY



PERSONALITY

<input type="radio"/>	___ Barter	(Per)
<input type="radio"/>	___ Business Sense	(Kno)
<input type="radio"/>	___ Deception	(Per)
<input type="radio"/>	___ Electronics	(Kno)
<input type="radio"/>	___ Freerunning	(Agi)
<input type="radio"/>	___ Insight	(Int)
<input type="radio"/>	___ Intimidation	(Per)
<input type="radio"/>	___ Investigation	(Int)
<input type="radio"/>	___ Legerdemain	(Cor)
<input type="radio"/>	___ Mechanics	(Kno)
<input type="radio"/>	___ Medicine	(Kno)
<input type="radio"/>	___ Perception	(Int)
<input type="radio"/>	___ Persuasion	(Per)
<input type="radio"/>	___ Stealth	(Agi)
<input type="radio"/>	___ Streetwise	(Int)

[illegible]

PERSONALITY

<div> <div></div> <div>ARMOUR CLASS</div> </div>	<div> <div></div> <div>INITIATIVE</div> </div>	<div> <div></div> <div>SPEED</div> </div>
<div> <div></div> <div>HIT POINTS</div> </div>		<div> <div></div> <div>TEMPORARY HIT POINTS</div> </div>

The diagram shows a 2D grid divided into four quadrants by a horizontal and a vertical line. The quadrants are labeled as follows:

- Top-left quadrant: RECOVERY POINTS
- Top-right quadrant: HIT POINT RECOVERY
- Bottom-left quadrant: LIMIT (with a diagonal line drawn from the bottom-left towards the top-right)
- Bottom-right quadrant: LIMIT RECOVERY

[illegible]

ARMOUR AND CYBERNETICS

PERKS AND TRAITS

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	EQUIPMENT

CHARACTER APPEARANCE

CHARACTER LORE

