**CHARACTER SHEET**

Every player starts with 40 points to spend on attributes and each lvl 7 points are gained.

**Attributes:**

**-Health points:** Health points are calculated by a base value of X multiplied by how many points you have spent on this attribute. This base value scales according to how many points you’ve spent, according to this table.

|  |  |
| --- | --- |
| Points spent | Base value |
| 0-9 | 2 |
| 10-19 | 3 |
| 20-39 | 4 |
| 40-180 | 5 |

**-Resource:** Resource points are calculated by a base value of X multiplied by how many points you have spent on this attribute. This base value scales according to how many points you’ve spent, according to this table.

|  |  |
| --- | --- |
| Points spent | Base value |
| 0-9 | 2 |
| 10-19 | 3 |
| 20-39 | 4 |
| 40-180 | 5 |

**-Awareness:**

**-Agility:**

**-Reflexes:**

**-Strength:**

**-Stealth:**

**-Nature:**

**-Charm:**

**-Manipulation:**

**-Handiwork:**

**-Defence:**

**-Melee attack:**

**-Ranged attack:**

**CHECKS**

To calculate a check of any of these attributes you use the formula:

**Check value** = (D20 + attribute points) / 2}

Nat 20s and nat 1s override the formula, and count as 20s or 1s respectively.

**SPECIALIZATIONS**

AT lvl 1, a player may choose 2 specializations lvl 0 from the specialization list, each one has prerequisites and benefits.

The specializations are a subcategory of the attribute to give player a wide range of customization

Specialization type

Beginner: The player knows the ropes around a certain subject giving him a +2. After 10 successful Spec Check the Player levels up his Spec.

Apprentice: giving him a +4. After 17 successful Spec Check the Player levels up his Spec.

Virtuoso: giving him a +6. After 25 successful Spec Check the Player levels up his Spec.

Maestro: giving him a +8.

To calculate this Spec, Check the player takes ((1d20 + Attribute Value)/2) + Spec Value