Character Sheet

Name: _____ Race: _____ Class: _____ Experience: _____

Level: _____ Exp. to Next Lv: _____ Movement: _____ Max HP: _____ Curr. HP: _____

Quirk: _____ Initiative: ___

Ability	Lv	Target	Effect/Damage	Modifiers	Item Inventory Details	Equip?
Lift			Lift/Move objects			___
Think			Solve problems			___
Balance			Jump, dive, & land			___
Move			Move yourself			___
Lead			Lead others			___
						___
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Movement = ((Move / 8) + 1)   Max HP = Lift x Think   Initiative = Move + (Lead x 2)

Exp. required for next Level = 10 + (Lv x 10)