Anthro Perso	Player:							
Name:			Look:			Goal:		
Attributes Ro	oll 1d20 + attribu	te + level						
AWE awareness	CHA charisma	CON Constitution	DEX dexterity	INT intelligence	MND mind	STR strength	SOC privilege	HPM toughness
Biology Family: Anthro			Tasks Roll 1d100 + Competency			Combat Roll 1d1000 + Bonus		
Genus:	Spec:		Vocation:	Level:		Defence	HPS Tr	acker
Hite:	Wate:		EXPS:	Goal:		Movement Rate		
Age:	Category	y:	Competency			land		
[Mutations] / [Notes]			Interests + (Expertise x 2) + Aptitude			air		
			Aptitude: 1-4	(+1); 5-8 (+2); 9-12	(+3); >12 (+4)	water		
			[Interests]			Strike Bonus swo	rd, fist, club	
						Skilled		Raw
						Max Ro		Damage Bonus
			Expertise			Fling Bonus bows	s, rocks, spit	
						Skilled		Raw
						Max Ro		Damage Bonus
						Shoot Bonus bow	s, rocks, spit	¬ ъ.
						Skilled		Raw
						Max Ro		Damage Bonus
Notes	Gifts		Skills			Skilled Weapons		
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Anthro Persona	a Record		Player:				
Name:	Lo						
Encumbrance	Wate Allowance =	kgs	TOYs				
to	kgs = Unencumbered	(0 kgs to WA/4)	Item	Wate	Info		
to	kgs = Encumbered	(WA/4 to WA*1.5)					
to	kgs = Over-encumbered	(WA*1.5 to WA*2.5)					
to	kgs = Lift Only	(> WA*2.5)	-				
Free = 0 kgs wate a	and no constrictive clothing.						
Doodles	Notes						
Notes	Trackers						