

BASIC CHARACTER SHEET

Character Name _____

Stats (Distribute the following: 9, 7, 5, 3)

Grace _____ Intellect _____ Might _____ Spirit _____

HP _____ of _____ (Start: Might+10. Max: 30)

SP _____ of _____ (Start: Spirit+10. Max: 30)

Grace Basic Moves (To start, set all to 0. Individual Max = 6. Total Max = Grace)

_____ **Diplomacy:** Roll when speaking to convince others or to sense if others are lying

_____ Movement: Roll when determining speed, stealth, and agility

_____ **Shoot:** Roll when shooting a firearm or throwing an object

Intellect Basic Moves (To start, set all to 0. Individual Max = 6. Total Max = Intellect)

 Deduction: Roll when trying to figure out how something works or solving a puzzle

_____ **Knowledge:** Roll when determining if a character knows something that they learned once

_____ **Tinker:** Roll when building or crafting something or operating machinery

Might Basic Moves (To start, set all to 0. Individual Max = 6. Total Max = Might)

_____ **Brawn:** Roll when determining whether a character can carry, push, or break an object

_____ **Melee:** Roll when attacking with a melee weapon or unarmed

_____ **Resilience:** Roll when purposefully defending or to determine how a status effect will affect you

Spirit Basic Moves (To start, set all to 0. Individual Max = 6. Total Max = Spirit)

____ **Energy:** Roll when dealing with magical or energy moves

 Search: Roll when looking for something specific

_____ **Sense:** Roll when sensing danger or anything important in the environment around you

Character Description/Summary

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Items (To start, 1 Potion and 9 bux):