

CONDITIONS

SLOWED:
REDUCE YOUR MOVEMENT SPEED & DODGE VALUE BY THIS AMOUNT

INJURED:
TAKE THIS MUCH DISADVANTAGE ON ALL FORTITUDE AND AGILITY TESTS

AGONY:
TAKE THIS MUCH DAMAGE AT THE START OF EACH OF YOUR TURNS

DISTURBED:
TAKE THIS MUCH DISADVANTAGE ON ALL PERSONA AND APTITUDE TESTS

STATS

FORTITUDE: __ NAT + __ MOD = __ TOTAL

TEMP MODS:
EXP: ○○○○○○○○○○○○○○○○○○○

AGILITY: __ NAT + __ MOD = __ TOTAL

TEMP MODS:
EXP: ○○○○○○○○○○○○○○○○○○○

PERSONA: __ NAT + __ MOD = __ TOTAL

TEMP MODS:
EXP: ○○○○○○○○○○○○○○○○○○○

APTITUDE: __ NAT + __ MOD = __ TOTAL

TEMP MODS:
EXP: ○○○○○○○○○○○○○○○○○○○

UPGRADE POINTS:
EACH TIME YOU LEVEL UP A STAT, YOU EARN 1 UPGRADE POINT.
YOU CAN SPEND THESE ON PURCHASING AUGMENTATIONS.

POWER:
POWER IS EQUAL TO ALL 4 STATS ADDED TOGETHER

EQUIPPED WEAPONS

NAME	ASSOC. STAT
RANGE	LEVEL/DAMAGE
ABILITY (OPT.)	

NAME	ASSOC. STAT
RANGE	LEVEL/DAMAGE
ABILITY (OPT.)	

EQUIPPED WEARABLES

NAME	BODY AREA
	Head
STAT MODIFIERS	

NAME	BODY AREA
	Torso
STAT MODIFIERS	

NAME	BODY AREA
	Arms
STAT MODIFIERS	

NAME	BODY AREA
	Hands
STAT MODIFIERS	

NAME	BODY AREA
	Legs
STAT MODIFIERS	

NAME	BODY AREA
	Feet
STAT MODIFIERS	

PASSIVE STATS

HEALTH POINTS: ____ / ____

CURRENT HEALTH POINTS / MAXIMUM HEALTH POINTS
MAXIMUM HEALTH POINTS = FORTITUDE STAT * 5

INITIATIVE: ____

INITIATIVE DETERMINES COMBAT ORDER. COMBAT
INITIATIVE = PERSONA STAT

DODGE VALUE: ____

DV IS HOW MANY HITS YOU CAN DODGE BEFORE TAKING DAMAGE
DODGE VALUE = AGILITY STAT / 3 ROUNDED DOWN

SUPPORT: ____

SUPPORT DETERMINES HOW MUCH ADVANTAGE GIVEN WHEN ASSISTING
SUPPORT = APTITUDE / 2 ROUNDED DOWN

EQUIPPED CONSUMABLES

NAME	LEVEL
USES	CATEGORY/EFFECT

NAME	LEVEL
USES	CATEGORY/EFFECT

NAME	LEVEL
USES	CATEGORY/EFFECT

EQUIPPED USABLES

NAME	DESCRIPTION

NAME	DESCRIPTION

NAME	DESCRIPTION

BASIC INFO

PLAYER NAME: ____

CHARACTER NAME: ____

SPECIES: ____

SPECIES ABILITY: ____

WALLET: ____

MORTALITY: ____

DOWNLOADED AUGMENTATIONS

NAME	DESCRIPTION

NAME	DESCRIPTION

NAME	DESCRIPTION

NAME	DESCRIPTION

NAME	DESCRIPTION

NAME	DESCRIPTION

NAME	DESCRIPTION

CHARACTER DESCRIPTION

[illegible][illegible]

NOTES

SURONIS WEAPONS

NAME: _____

DESCRIPTION: _____

TYPE: _____

LEVEL/DAMAGE: _____

RANGE: _____

ASSOC. STAT: _____

ABILITY: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

TYPE: _____

LEVEL/DAMAGE: _____

RANGE: _____

ASSOC. STAT: _____

ABILITY: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

TYPE: _____

LEVEL/DAMAGE: _____

RANGE: _____

ASSOC. STAT: _____

ABILITY: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

TYPE: _____

LEVEL/DAMAGE: _____

RANGE: _____

ASSOC. STAT: _____

ABILITY: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

TYPE: _____

LEVEL/DAMAGE: _____

RANGE: _____

ASSOC. STAT: _____

ABILITY: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

TYPE: _____

LEVEL/DAMAGE: _____

RANGE: _____

ASSOC. STAT: _____

ABILITY: _____

EQUIPPED: YES / NO QUANTITY: ____

SURONIS WEARABLES

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

BODY AREA: _____

STAT MODIFIER: _____ + / - _____

EQUIPPED: YES / NO QUANTITY: ____

SURONIS

CONSUMABLES

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

LEVEL: _____

CATEGORY/EFFECT: _____

USES: _____ OUT OF _____

EQUIPPED: YES / NO QUANTITY: ____

SURONIS

USABLES

NAME: _____

DESCRIPTION: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

EQUIPPED: YES / NO QUANTITY: ____

NAME: _____

DESCRIPTION: _____

EQUIPPED: YES / NO QUANTITY: ____

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DESCRIPTION: _____

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