Shaper Actor Sheet

Welcome to the Shaper Alpha Play Test. This Actor Creation Sheet was created to have references for the current rule set to help you, the player, undesrtand the core concepts of gameplay as well as Actor Creation. Start by naming your **ACTOR.**

Actor Name _____ **Player Name** _____ **LVL** _____

Next, distribute your **ABILITY POINTS**. Actors gain **1 ABILITY POINT** at level 1, level 5, and every 5 levels thereafter.

Vigor ☐ ☐ ☐ ☐	**Finesse** ☐ ☐ ☐ ☐	**Mentality** ☐ ☐ ☐ ☐
VIGOR is a measure of your actor's raw strength, endurance, and vitality. For each point in **VIGOR :** • +1 to MELEE attack rolls • +1 to MELEE and THROWN PHYSICAL damage • +1 to defense rolls	**FINESSE** is a measure of your actor's raw dexterity, precision, and talent. For each point in **FINESSE :** • +1 to EVASION rolls • +1 to RANGED and THROWN attack rolls • +1 die added to critical damage	**MENTALITY** is a measure of your actor's raw intellect, awareness, and reason. For each point in **MENTALITY :** • +1 to SPELL damage • Reduce incoming SPELL damage by 1d6 + Mentality • Gain a skill for free

HP   Current ☐   Total ☐

HP determines how much damage your Actor can take. Actors start with 10 **HP** and gain **HP** everytime they learn a skill; 4 HP for Vigor skills, 3 HP for General skills, and 2 HP for Finesse or Mentality skills. An actor dies when their **HP** drops below **0**.

SP   Total ☐   Regen ☐

SP is a resource for your actor to use during comabt. Actors add **1** to their **TOTAL SP** at level 1, level 5, and every 5 levels thereafter. Actors regain 1 **SP** at the beginning of their turn at level 1. **SP** regen increases by 1 at level 10 and every 10 levels there after.

Evasion ☐ **d6+** ☐

EVASION is rolled whenever you are attacked by another actor. If your **EVASION** roll is **GREATER THAN** the attacking actor's attack roll, you evade the attack and take no damage. Base **EVASION** rolls are 3d6+0.

Defense ☐ **d6+** ☐

Armor protects you from damage. If you are hit by an actor's **ATTACK** your armor absorbs some damage based on its **RATING. Rating** determines your **DEFENSE** roll.

Weapons	**Gear**
Name _____ Ammo/Misc _____ Attack _____ Attack _____ Special _____	Name _____ Type _____ Description _____ _____
Name _____ Ammo/Misc _____ Attack _____ Attack _____ Special _____	Name _____ Type _____ Description _____ _____
Name _____ Ammo/Misc _____ Attack _____ Attack _____ Special _____	Name _____ Type _____ Description _____ _____ Name _____ Type _____ Description _____ _____

Skills

Actor Name _____ **Player Name** _____ **LVL** _____

Vigor ☐ ☐ ☐ ☐   **Finessse** ☐ ☐ ☐ ☐   **Mentality** ☐ ☐ ☐ ☐

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