

Name:

## STATUS

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------

**BRAWN**

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

**CUNNING**

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

**SAVVY**

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

**NERVE**

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

ABILITY

ABILITY

ABILITY

ABILITY

## GEAR

NECK

HEAD

BACK

MAIN  
HAND

BODY

OFF  
HAND

HANDS

FEET

WAIST

HP MP DEF AP

10	10	3	10
9	9	2	9
8	8	1	8
7	7	0	7
6	6	-1	6
5	5	-2	5
4	4	-3	4
3	3	-4	3
2	2	-5	2
1	1	-6	1
0	0	-7	0

BASE VALUES

HP:      MP:      DEF:      AP: