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Description automatically generatedPlayer:** Click or tap here to enter text.

**Name:** Click or tap here to enter text.

**Age:** Click or tap here to enter text.

**Gender:** Click or tap here to enter text.

**Species:** Click or tap here to enter text.

**Description:** Click or tap here to enter text.

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| **Maximum Action Points:** | | | | | See Rulebook Appendix | | | | |
|  |  |  |  |  |  |  |  |  |  |
| (Check the same number of boxes as your Maximum AP. Use a token, slider, or your mouse to measure your current AP.) | | | | | | | | | |
|  | | | | | | | | | |
| **Hit Points:** | | | | | **Experience Points:** | | | | |
| Current HP/Max HP | | | | | Current EXP/((Current Level + 1) \* (Current Level / 2)) \* 1000 | | | | |

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| **Skills** *(Check box for Specialty skill)* | | | | | |
|  | **Skill Name:** | **Skill Level:** |  | **Skill Name:** | **Skill Level:** |
|  | Fisticuffs | 10+(2 \* STR) + DEX |  | First Aid | 10 + (2 \* INT) |
|  | Melee Weapons | 2 \* (STR + DEX) + 5 |  | Science | (3 \* INT) + 5 |
|  | Archery | 2 \* (STR + DEX) |  | Investigation | 15 + (2 \* INT) |
|  | Athletics | 10 + (2 \* DEX) |  | Perception | 35 + (3 \* INT) |
|  | Stealth | 5 + (2 \* DEX) |  | Speech | 5 + (4 \* CHA) |
|  | Robbery | 2 \* DEX |  | Haggling | 5 + (3 \* CHA) |
|  | Sleight of Hand | 2 \* (DEX + INT) |  | Intimidation | (2 \* CHA + STR) + 5 |

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| **Current Carry Load (kg):** | **Dodge %:** |
| <100 | (2 \* DEX) – STR + 10 |
| <150 | (2 \* DEX) - STR + 5 |
| <200 | (2 \* DEX) - STR |
| <250 | (2 \* DEX) - STR - 5 |
| <300 | (2 \* DEX) - STR - 10 |
| (Note that Dodge % cannot be lower than 0. If lower than 0, set to 0.) | |
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| **Willpower:** | 4 \* (CON + INT) - 5 | **Sequence:** | DEX + INT |
| **Max Carry Weight:** | (5 \* CON) + (25 \* STR)kg | **Saving Roll:** | CON \* 7 |
| **Melee Damage:** | d10 See Rulebook Appendix | **Healing Rate:** | See Rulebook Appendix |
| **Damage Resist:** | Dependent upon current armour | **Level:** | Current Level |
|  | |  | |
| **Weapon Damage Modifier:** | | (½ \* STR) (rounded up) | |

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| **Personality** | | |
| **Specialty:** | Specialty Skill | Your character is skilled in Skill Description |
| **Framework:** | Framework Name | Framework Description |
| **Trait:** | Trait Name | Trait Description |
| **Spoken Language/s:** | See Rulebook Appendix for language information | |

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| **Character Background** |
| Click or tap here to enter text. |

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| **#** | **Item Name** | **Item Description** | **Value (Ð)** | **Total Value (Ð)** | **Weight (kg)** | **Total Weight (kg)** |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |
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| # | Name | Description | Value | Total Value | Weight | Total Weight |
| # | Name | Description | Value | Total Value | Weight | Total Weight |

**Inventory**

**Cosmutations**

|  |  |  |  |
| --- | --- | --- | --- |
| **Level 5** | | **Level 10** | |
| **Cosmutation:** | Cosmutation Name | **Cosmutation:** | Cosmutation Name |
| **Description:** | | **Description:** | |
| See Rulebook Appendix for Cosmutation Descriptions. | | See Rulebook Appendix for Cosmutation Descriptions. | |
| **Level 15** | | **Level 20** | |
| **Cosmutation:** | Cosmutation Name | **Cosmutation:** | Cosmutation Name |
| **Description:** | | **Description:** | |
| See Rulebook Appendix for Cosmutation Descriptions. | | See Rulebook Appendix for Cosmutation Descriptions. | |
| **Level 25** | | **Level 30** | |
| **Cosmutation:** | Cosmutation Name | **Cosmutation:** | Cosmutation Name |
| **Description:** | | **Description:** | |
| See Rulebook Appendix for Cosmutation Descriptions. | | See Rulebook Appendix for Cosmutation Descriptions. | |