

Player:


Name:

Age:

Gender:

Species:

Description:



Strength

Constitution

Dexterity

Intellect

Charm

Maximum Action Points:

(Colour in 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:

/

Skills

(Check box for Specialty skill)

Skill Name:	Skill Level:	Skill Name:	Skill Level:
<input type="checkbox"/> Fisticuffs		<input type="checkbox"/> First Aid	
<input type="checkbox"/> Melee Weapons		<input type="checkbox"/> Science	
<input type="checkbox"/> Archery		<input type="checkbox"/> Investigation	
<input type="checkbox"/> Athletics		<input type="checkbox"/> Perception	
<input type="checkbox"/> Stealth		<input type="checkbox"/> Speech	
<input type="checkbox"/> Robbery		<input type="checkbox"/> Haggling	
<input type="checkbox"/> Sleight of Hand		<input type="checkbox"/> Intimidation	

Current Carry Load (kg):

Dodge %:

<100

<150

<200

<250

<300

(Note that Dodge % cannot be lower than 0. If lower than 0, set to 0.)

Willpower:		Sequence:	
Max Carry Weight:	kg	Saving Roll:	
Melee Damage:	d10	Healing Rate:	
Damage Resist:		Level:	

Weapon Damage Modifier:

Personality

Specialty:		Your character is skilled in
Framework:		
Trait:		
Spoken Language/s:		

Character Background

Inventory

#	Item Name	Item Description	Value (D)	Total Value (D)	Weight (kg)	Total Weight (kg)

Cosmutations

Level 5		Level 10	
Cosmutation:		Cosmutation:	
Description:		Description:	
Level 15		Level 20	
Cosmutation:		Cosmutation:	
Description:		Description:	
Level 25		Level 30	
Cosmutation:		Cosmutation:	
Description:		Description:	