



Player Name: _____

Creation Date: _____

CHARACTER NAME

RACE AND CLASS

BASE

Physical ①②③④⑤

Social ①②③④⑤

Mental ①②③④⑤

CLASS POWERS

①②③④⑤

①②③④⑤

①②③④⑤

①②③④⑤

CONSTITUTIONS

Willpower

①②③④⑤⑥⑦⑧⑨⑩

Self Control

①②③④⑤⑥⑦⑧⑨⑩

RACE ADVATANGE

①②③④⑤

①②③④⑤

Additional Abilities

Passive Power

Team Perk

Trade Off

General

Acting

①②③④⑤⑥⑦⑧⑨⑩

Agility

①②③④⑤⑥⑦⑧⑨⑩

Aviation / Sailing

①②③④⑤⑥⑦⑧⑨⑩

Dodge

①②③④⑤⑥⑦⑧⑨⑩

Drive / Ride

①②③④⑤⑥⑦⑧⑨⑩

Hand to Hand

①②③④⑤⑥⑦⑧⑨⑩

Navigation

①②③④⑤⑥⑦⑧⑨⑩

Perception

①②③④⑤⑥⑦⑧⑨⑩

Stamina

①②③④⑤⑥⑦⑧⑨⑩

Stealth

①②③④⑤⑥⑦⑧⑨⑩

Survival

①②③④⑤⑥⑦⑧⑨⑩

①②③④⑤⑥⑦⑧⑨⑩

①②③④⑤⑥⑦⑧⑨⑩

Tools

1 Hand Weapons

①②③④⑤⑥⑦⑧⑨⑩

2 Hand Weapons

①②③④⑤⑥⑦⑧⑨⑩

Archery

①②③④⑤⑥⑦⑧⑨⑩

Crossbows

①②③④⑤⑥⑦⑧⑨⑩

Explosives

①②③④⑤⑥⑦⑧⑨⑩

Handguns

①②③④⑤⑥⑦⑧⑨⑩

Rifles

①②③④⑤⑥⑦⑧⑨⑩

Heavy Artillery

①②③④⑤⑥⑦⑧⑨⑩

Lock Picking

①②③④⑤⑥⑦⑧⑨⑩

Staff

①②③④⑤⑥⑦⑧⑨⑩

Throwing Weapons

①②③④⑤⑥⑦⑧⑨⑩

①②③④⑤⑥⑦⑧⑨⑩

①②③④⑤⑥⑦⑧⑨⑩

Knowledges

Animal Kin

①②③④⑤⑥⑦⑧⑨⑩

Crafting

①②③④⑤⑥⑦⑧⑨⑩

Customs

①②③④⑤⑥⑦⑧⑨⑩

Disarm

①②③④⑤⑥⑦⑧⑨⑩

Investigation

①②③④⑤⑥⑦⑧⑨⑩

Languages

①②③④⑤⑥⑦⑧⑨⑩

Magics

①②③④⑤⑥⑦⑧⑨⑩

Manipulation

①②③④⑤⑥⑦⑧⑨⑩

Medical

①②③④⑤⑥⑦⑧⑨⑩

Repair

①②③④⑤⑥⑦⑧⑨⑩

Science

①②③④⑤⑥⑦⑧⑨⑩

①②③④⑤⑥⑦⑧⑨⑩

①②③④⑤⑥⑦⑧⑨⑩

STATS

MP

LEVEL

HP

ARMOR

Level 1

Level 2

Level 3

+1

+3

+5

DAMAGE

Blades

Blunt

Firearms

Archery

Explosives

Level 1

P+2

P+1

4 / -1 Dodge

3 / -1 Dodge

5 / 5 feet

Level 2

P+3

P+2

6 / -2 Dodge

4 / -1 Dodge

8 / 10 feet

Level 3

P+4

P+3

8 / -3 Dodge

6 / -1 Dodge

12 / 15 feet