



Name: \_\_\_\_\_

Player: \_\_\_\_\_

Species: \_\_\_\_\_

Class: \_\_\_\_\_

Female  Non-Binary  Male

Exp

Level

Life Points: \_\_\_\_\_ / \_\_\_\_\_  
(Constitution + Dexterity + Bonus) x2

Skill Points: \_\_\_\_\_ (+2 every level)  
Attribute Points: \_\_\_\_\_ (+1 every level)

Endurance: \_\_\_\_\_ / \_\_\_\_\_  
(Constitution + Dexterity + Magic above 4)

### Attributes:

(Attack)		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
(Constitution)		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
(Dexterity)		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
(Magic)		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
(Perception)		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
(Intelligence)		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
Social Status 		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>
		Points: <input type="radio"/>	Bonus: <input type="radio"/>	Modifier: <input type="radio"/>

(Modifier = Points + Bonus - 5)

Strengths: \_\_\_\_\_

Weaknesses: \_\_\_\_\_

### Inventory:


### Weapons:

Attack Dice (1dX + 1dX)

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

### Other Equipment:

Action Dice (1dX + 1dX)

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