

World \_\_\_\_\_

Experience

Char. Name \_\_\_\_\_ Player Name \_\_\_\_\_

Class/Origin \_\_\_\_\_ Race \_\_\_\_\_ Gender \_\_\_\_\_

Size \_\_\_\_\_ Age \_\_\_\_\_ Hair \_\_\_\_\_ Distinctive Markings \_\_\_\_\_

Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_

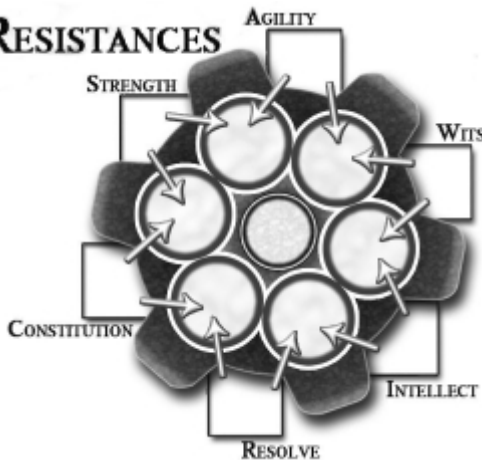
Total	
Expendable	
Bonus	

**Statistics**

Total Base Racial Bonus Enhance

Strength					
Agility					
Constitution					
Intellect					
Wits					
Resolve					

**RESISTANCES**



**Modifiers**

Str	
Ag	
Con	
Int	
Wits	
Res	

**Skills**

Total Ranks Mod Total Ranks Mod Total Ranks Mod

Alertness				Persuasion				Degeerdmain			
Athletics				Socialize				Survival			
	Total	Ranks	Mod	Choose a Focus for each rank of Craft, Knowledge, or Performance							
Craft											
Knowledge											
Perform											

**Willpower**

(Resolve +1)

Max

Current

**Currency**

(Equation)

Max

Current

Total Wits x2 Bonus Enhance

Initiative

**Weapons**

Damage +Attack Critical Damage Type Notes


**Armor**

DR Defense Vulnerability Notes


Total Base Agility Wits Equipment Modifier

**Defense**

--	--	--	--	--	--

**Speed**

Total Base (Ag/2)x5 Size Bonus Bonus Enhancement

Walk					
Flight					
Swim					

**Health**

**Wounds**

Max Current

10 + (5 x Con)

**Vitality**

Max Current

(10+Con)

Regeneration

Points per round

**Protection**

**Damage Reduction**

Total Armor Bonus Enhance

--	--	--	--

**Toughness**

Total Equipment Bonus Enhance

--	--	--	--