

<b>Name:</b>		
Profession:		
Birthplace:		
M/F/T/A	Age:	Anima:
Height:		Weight:
Hair:		Eyes:
Luck:	EXP:	Bennies:
Income:		

<b>Attributes:</b>	
STR	
DEX	
CON	
INT	
PER	
WILL	



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

## Character Design & Background

### Skill List

Skill Name	Lv.	Skill Name	Lv.

### Result Scale / Costs / Notes

		Skill EP Cost
+4	Legendary	10
+3	Superb	8
+2	Great	4
+1	Good	2
0	Fair	1
-1	Mediocre	1
-2	Poor	1
-3	Terrible	1
-4	Abysmal	1

$$\text{Damage} = \text{RD} + \text{OF} - \text{DF}$$

RD= Relative Degree

OF= Offensive Factor/Weapon STR

DF= Defensive Factor

### Wounds

Scratch: ○ ○ ○ Light Wound: ○ ○ Severe Wound: ○ ○ Incapacitated: ○ ○ Killed: ○ ○

(No Penalties)

(-1 to attributes)

(-2 to attributes)

(-3 to attributes)

(Must revive)

### Balance

Uneasy: ○ ○ ○ Bothered: ○ ○ Panicked: ○ ○ Imbalanced: ○ ○ Wild: ○ ○

(No Penalties)

(-1 to related)

(-2 to related)

(Magic unavailable)

(Mentally incapacitated)

