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

Attr	ibutes:
STR	
DEX	
CON	
INT	
PER	
WILL	



Ρl	ayer	Name:	

/ Notes

Character :	Design &	Backgrou	ınd

Skill List				Rest	ult Scale / Costs	s / Notes
Skill Name	Lv.	Skill Name	Lv.			
					S	kill 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
				•	•	
					Damage = RD + OF	- DF
				RD=	Relative Degree	
				OF=	Offensive Factor/We	apon STR
					Defensive Factor	1

Wounds	}							
Scratch:	000	Light Wound:	⊚ ⊚Severe `	Wound:	© (фсар	acitated:	⊚ K @d:	0
(No Pena	lties)	(-1 to attributes	(-2 to a	attributes)	(-3 t	o attributes)	(Must i	revive)
Balance								
Uneasy:	000	Bothered: (c) (Panicked:	(a)	alanced:	(ild:	0	
			, ,	0 0		0 0	O	

(Magic unavailable) (Mentally incapacitated) (No Penalties) (-1 to related) (-2 to related)

Gifts				Faults	
Onts				Paults	
	Decree	- / Maria			
Chief Element (if applicable):	Power	rs / Magic			
emer Element (ii applicable).					
Instantant Itana	TAT a m a m	Church	-4 L	A	Modifier
Inventory Item	Weapon	Streng	gun	Armor	Modifier
	Artifact	ts on Hai	nd		
Description		tion Found:		Effect (If Any	r):
					,-
	N	otes			