

LOCAL & WEIRD

NAME	PLAYER	LEVEL

CHARACTERIZATION

SCHOOLS OF FIGHTING	RANKS	BOOSTS

LEANINGS		STATISTICS	
PHYSICAL:		MIGHT:	
MYSTICAL:		PRECISION:	
PRACTICAL:		DEFENCE:	
PERSONALITY		PRIORITIES	
CHARMING:		SELF:	
INTIMIDATING:		OTHERS:	
ALIENATING:		RULES:	

PHYSICAL MIGHT SKILLS	mod	rank	total
CLIMBING			
ENDURING			
FLEXING			
SWIMMING			
PHYSICAL PRECISION SKILLS	mod	rank	total
PARKOUR			
BREAKING & ENTERING			
PRESTIDIGITATION			
SNEAKING			
MYSTICAL MIGHT SKILLS	mod	rank	total
COMPUTERS			
ENGINEERING			
FIRST AID			
LORE			
MYSTICAL PRECISION SKILLS	mod	rank	total
ASSESS			
OBSERVATION			
READING PEOPLE			
RESEARCH			

BACKSTORY TALENTS	SCORE
LANGUAGES	FLUENCY



NEAT TRICKS

ACCESSORIES	BONUS

ASSORTED NOTES & INVENTORY	
CASH: <input style="width: 100px;" type="text"/>	COINS: <input style="width: 100px;" type="text"/>

THE COMBAT SIDE

POINTS	MAXIMUM	NOW
LIFE		
JUICE		
ACTION		

PHYSICAL AIM BONUS (precision + physical)	
MAGICAL AIM BONUS (precision + mystical)	

PHYSICAL DAMAGE BONUS (might + physical) /2	
MAGICAL DAMAGE BONUS (might + mystical) /2	

ARMOR SCORE (defence + physical +10)	
AURA SCORE (defence + mystical +10)	
SHIELD BONUS	

READINESS BONUS (might + precision)	
CONTROL BONUS (might + defence)	
DODGE BONUS (precision + defence)	

BASIC ATTACK	TO HIT	IMPACT

SPECIAL ATTACKS & SPELLS

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

ENCOUNTER COUNT SO FAR:

SPECIAL ATTACKS & SPELLS

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

NAME:	UPGRADES:
SCHOOL:	IMPACT:
TO HIT:	
FEATURES:	

ABILITY POINTS TO SPEND: