Name:
Archetype:
Sub-Archetype:

Stats	Current	Bonus	DR
Strength			
Dexterity			
Constitution			
Intelligence			
Charisma			
Instinct			
Will			

Skills	Stat	Level	Check
Analysis	Intelligence		
Animal Handling	Instinct		
Art	Charisma		
Athletics	Strength		
Computers	Intelligence		
Deception	Charisma		
Disguising	Charisma		
Endurance	Constitution		
Engineering	Intelligence		
First Aid	Instinct		
Grace	Charisma		
History	Intelligence		
Improvisation	Instinct		
Intuition	Instinct		
Lockpicking	Dexterity		
Luck	Charisma		
Medicine	Intelligence		
Menace	Strength		
Meta	Instinct		
Natural Science	Intelligence		
Nimbleness	Dexterity		
Perception	Instinct		
Perseverance	Will		
Persuasion	Charisma		
Presence	Charisma		
Psychology	Intelligence		
Quick Fingers	Dexterity		
Raw Force	Strength		
Stealth	Dexterity		
Street Smarts	Instinct		
Supernatural	Intelligence		
Survival	Instinct		
Vehicle Handling	Instinct		

Level	
Tier	

		Max
Vitality		
Temporary Vitality		
Willpower		
Narritive Momentum		

Proficient with
Armor:
Weapons:
Languages:

Primary Stat	
Secondary Stat	

		Bonus
Ability Hit		
DR Power		
Max WP per turn		

		Bonus
Evasion Stat		
Evasion		
without Eq.		
Armor		

		Bonus
Initiative		

Basic Movement	

Weapons	1. Stat	2. Stat	Dice	Extra	Damage	Hit

Armor-Type	Armor	Evasion Cap
Shield	Evasion-B.	Evasion Cap

Credits	

Weight Sum	
Weight Limit	

Inventory	Quantity	Weight	Total	Description

Traits	Description
Features	Description
Path	Description
Greater Talents	Description
Lesser Talents	Description

Name	WP Cost	Time	Tier	Reach	Description	Upcasting	Requirement	Categories