

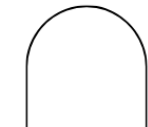


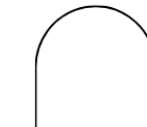

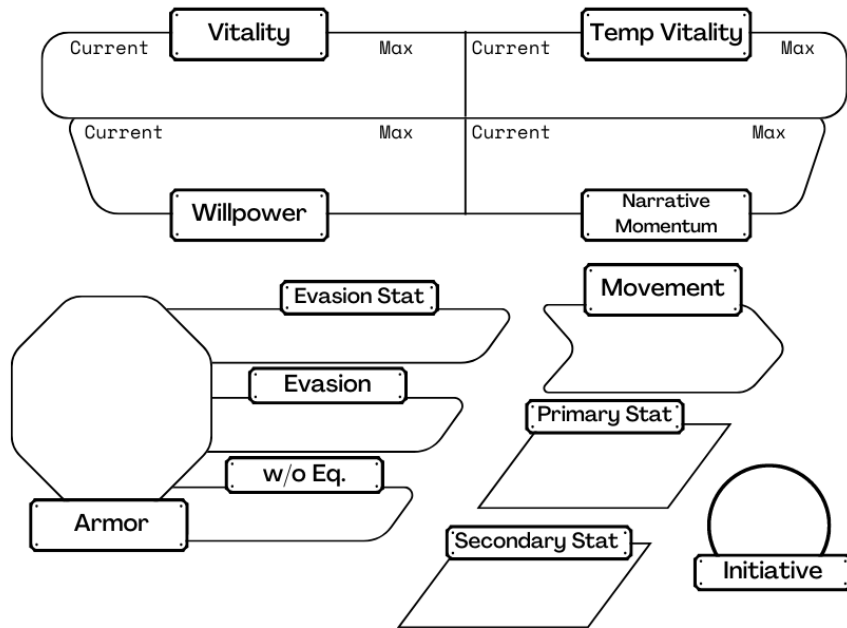


Player Name	Archetype	Level
Character Name	Sub-Archetype	Tier

						
<b>Strength</b>	<b>Dexterity</b>	<b>Constitution</b>	<b>Intelligence</b>	<b>Charisma</b>	<b>Instinct</b>	<b>Will</b>
Bonus:	Bonus:	Bonus:	Bonus:	Bonus:	Bonus:	Bonus:
DR:	DR:	DR:	DR:	DR:	DR:	DR:

Skill			
Analysis	INT		
Animal Handling	INS		
Art	CHA		
Athletics	STR		
Computers	INT		
Deception	CHA		
Disguising	CHA		
Endurance	CON		
Engineering	INT		
First Aid	INS		
Grace	CHA		
History	INT		
Improvisation	INS		
Intuition	INS		
Lockpicking	DEX		
Luck	CHA		
Medicine	INT		
Menace	STR		
Meta	INS		
Natural Science	INT		
Nimbleness	DEX		
Perception	INS		
Perseverance	WIL		
Persuasion	CHA		
Presence	CHA		
Psychology	INT		
Quick Fingers	DEX		
Raw Force	STR		
Stealth	DEX		
Street Smarts	INS		
Supernatural	INT		
Survival	INS		
Vehicle Handling	INS		



Armor Type	Armor	Evasion Cap
<b>Shield</b>	<b>Evasion-B</b>	<b>Evasion Cap</b>

Ability Hit

DR Power

Max WP per Turn

**Proficiencies**

Weapons

Armor

Languages

Weapon	Stat 1	Stat 2	Dice	Extra	Damage	Hit





