Player Name | Archetype | Level

Character Name | Sub-Archetype | Tier

| Strength | Dexterity | Constitution | Intelligence | Charisma | Instinct | Will |
|---|---|---|---|---|---|---|
| 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 | | |

Vitality: Current / Max

Temp Vitality: Current / Max

Willpower: Current / Max

Narrative Momentum: Current / Max

Evasion Stat

Evasion

w/o Eq.

Armor

Movement

Primary Stat

Secondary Stat

Initiative

| Armor Type | Armor | Evasion Cap |
|---|---|---|
| | | |
| **Shield** | **Evasion-B** | **Evasion Cap** |
| | | |

Ability Hit

DR Power

Max WP per Turn

Proficiencies

Weapons

Armor

Languages

ISHANEKON WORLD SHAPERS

| Weapon | Stat 1 | Stat 2 | Dice | Extra | Damage | Hit |
|---|---|---|---|---|---|---|
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**Credits**

# Inventory

**Current Weight**

**Weight Limit**

| Item | Quantity | Weight | Total | Description |
|---|---|---|---|---|

## Traits

## Features

## Greater Talents

## Lesser Talents

## Path

## Notes

# Abilities

| Name | WP Cost | Time | Tier | Reach | Description | Upcasting | Requirement | Categories |
|---|---|---|---|---|---|---|---|---|
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