

NAME			CLASS		LEVEL		EXPERIENCE	
RACE								
BACKGROUND / SOCIAL CLASS								
<div>Accuracy<div>FOCUS</div></div> <div>Communication<div>FOCUS</div></div> <div>Constitution<div>FOCUS</div></div> <div>Dexterity<div>FOCUS</div></div> <div>Fighting<div>FOCUS</div></div> <div>Intelligence<div>FOCUS</div></div> <div>Luck<div>FOCUS</div></div> <div>Perception<div>FOCUS</div></div> <div>Strength<div>FOCUS</div></div> <div>Willpower<div>FOCUS</div></div>			PRIMARY <input type="checkbox"/>		RATING			
			SPEED		DEFENSE		ARMOR	
			PENALTY		HEALTH			
			RACIAL+DEX		10+DEX+SHIELD		CURRENT	
			ARMOR / SHIELD TYPE				TOTAL	
			MOVE (SPEED – ARMOR ÷ 2)		CHARGE (½ MOVE)		RUN (2x MOVE)	
			LANGUAGES					
			POWERS, TALENTS & SPECIALIZATIONS					
			EQUIPMENT		GP		1	
					SP		10	
					CP		100	
WEAPON			ATTACK ROLL		DAMAGE		RANGE	
MAGIC POINTS			SPELL		COST		TIME	
CURRENT								
TOTAL								