

PLAYER

Name: _____
 Class: _____ Hair, Eyes: _____ / _____
 Level: _____ Age: _____ Devl. Points: _____
 Gender: _____ Height, Weight: _____ / _____
 Raza: _____ Appearance: _____ Size: _____

EXPERIENCE

Actual: _____ Next level: _____

Initiative	BASE	SP1	SP2	SP3	SP4
BASE	20	20	20	20	20
ARMOR	N/A				
AGILITY					
DEXTERITY					
WEAPON	20				
CLASS					
SPECIAL					
FINAL					

LIFE POINTS

Nº multiple _____
 Base _____
 Class _____
 Multiples _____
 Final LP.: _____
 ACTUAL _____

	BASE	ACTUAL	BONUS
AGI			
CON			
DEX			
SIR			
INT			
PER			
POW			
WP			



PHYSICAL ABILITIES

Endurance

Base _____
 Special _____
 ACTUAL _____

Movement

Base _____
 Penalty _____
 Bonus _____
 Final _____

Intuition

Base _____
 STR: _____
 Sp.: _____
 Final: _____

ARMOR

WEAR ARMOR

ARMOR	For.	Pres.	Sp.	Req.

Base: _____
 STR: _____
 Sp.: _____
 Final: _____

ARMOR TYPE	Cut	Imp	Thr	Heat	Ele	Cold	Ene	Location
Final								

COMBAT

DODGE

ATTACK	Block	Base
Base _____	Base _____	Base _____
Dexterity _____	Dexterity _____	Agility _____
Class _____	Class _____	Special _____
Final: _____	Final: _____	Class _____

WEAPON	SP
ATTACK	
DEFENSE	
BASE DAMAGE	
SIR BONUS	
FINAL DAMAGE	
SPECIAL	
SPEED	
FORTHVOE	
BREAKAGE	
PRESENCE	
PRIMARY ATK TYPE	
SECONDARY ATK TYPE	

WEAPON	SP
ATTACK	
DEFENSE	
BASE DAMAGE	
SIR BONUS	
FINAL DAMAGE	
SPECIAL	
SPEED	
FORTHVOE	
BREAKAGE	
PRESENCE	
PRIMARY ATK TYPE	
SECONDARY ATK TYPE	

WEAPON	SP
ATTACK	
DEFENSE	
BASE DAMAGE	
SIR BONUS	
FINAL DAMAGE	
SPECIAL	
SPEED	
FORTHVOE	
BREAKAGE	
PRESENCE	
PRIMARY ATK TYPE	
SECONDARY ATK TYPE	

WEAPON	SP
ATTACK	
DEFENSE	
BASE DAMAGE	
SIR BONUS	
FINAL DAMAGE	
SPECIAL	
SPEED	
FORTHVOE	
BREAKAGE	
PRESENCE	
PRIMARY ATK TYPE	
SECONDARY ATK TYPE	

SECONDARY ABILITIES

ATHLETICS		BASE	BONUS	SPE	CLASS	FINAL
[]	Acrobatics	AGI	+	+	+	
[]	Athleticism	AGI	+	+	+	
[]	Climb	AGI	+	+	+	
[]	Jump	STR	+	+	+	
[]	Ride	AGI	+	+	+	
[]	Swim	AGI	+	+	+	
VIGOR		BASE	BONUS	SPE	CLASS	FINAL
[]	Composure	WP	+	+	+	
[]	Feats of Str.	STR	+	+	+	
[]	Withst. Pain	WP	+	+	+	
PERCEPTION		BASE	BONUS	SPE	CLASS	FINAL
[]	Notice	PER	+	+	+	
[]	Search	PER	+	+	+	
[]	Track	PER	+	+	+	
INTELLECTUAL		BASE	BONUS	SPE	CLASS	FINAL
[]	Animals	INT	+	+	+	
[]	Appraisal	INT	+	+	+	
[]	Memorize	INT	+	+	+	
[]	Herbal Lore	INT	+	+	+	
[]	History	INT	+	+	+	
[]	M. Appraisal	POW	+	+	+	
[]	Medicine	INT	+	+	+	
[]	Navigation	INT	+	+	+	
[]	Occult	INT	+	+	+	
[]	Sciences	INT	+	+	+	
SOCIAL		BASE	BONUS	SPE	CLASS	FINAL
[]	Intimidate	WP	+	+	+	
[]	Leadership	POW	+	+	+	
[]	Persuasion	INT	+	+	+	
[]	Style	POW	+	+	+	
SUBTERFUGE		BASE	BONUS	SPE	CLASS	FINAL
[]	Disguise	DEX	+	+	+	
[]	Hide	PER	+	+	+	
[]	Lock Picking	DEX	+	+	+	
[]	Poisons	INT	+	+	+	
[]	Theft	DEX	+	+	+	
[]	Stealth	AGI	+	+	+	
[]	Trap Lore	PER	+	+	+	
CREATIVE		BASE	BONUS	SPE	CLASS	FINAL
[]	Art	POW	+	+	+	
[]	Dance	AGI	+	+	+	
[]	Forging	DEX	+	+	+	
[]	Music	POW	+	+	+	
[]	Sl. of Hand	DEX	+	+	+	
SPECIAL		BASE	BONUS	SPE	CLASS	FINAL
[]			+	+	+	
[]			+	+	+	
[]			+	+	+	

Magic Accumulation

Base MA.:

Multiples:

Special:

Final MA:

ZEON

Base Zeon:

Class:

Special:

Final:

ACTUAL ZEON

Magic Protection

Base:

Dex Bonus:

Special:

Final:

IMBALANCE

Offen. Defen.

Psychic Potential

Base:

Special:

Final:

Psychic Points

Base PP:

Free PP:

Psychic Project

Base:

Dex Bonus:

Special:

Final:

USE OF KI (40)

Ki Control (30)

└ Ki Detection (20)

└ Erudition (10)

Weight Elimination (10)

└ Levitation (20)

└ Object Motion (10)

└ Flight (20)

Presence Extrusion (10)

└ Energy Armor (10)

└ Aura Extension (10)

└ Destruction By Ki (20)

Ki Transmission (10)

└ Ki Healing (10)

Use Of Necessary Energy (10)

└ Ki Concealment (10)

└ False Death (10)

└ Elimination Of Necessities (10)

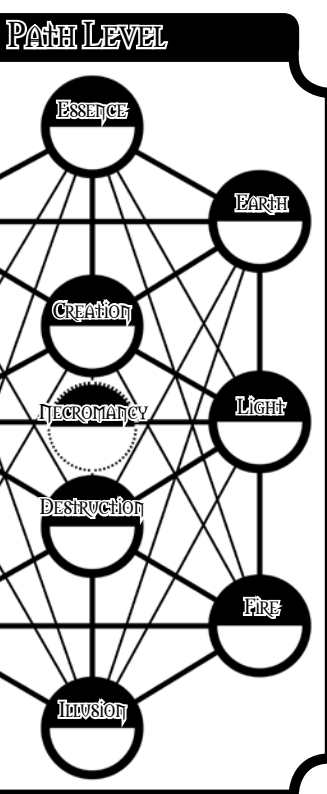
└ Penalty Reduction (20)

└ Recovery (20)

└ Characteristic Augmentation (20)

Inhumanity (30)

└ Zen (50)



Psychic Disciplines

1 3

2 4

Mental Powers **BoN. Dif.**

MP OF INHATES

	Accu.	KI	Actual
STR			
AGI			
DEX			
CON			
WP			
POW			

RESISTANCES **BASE** **CAR** **BoN** **SPE** **Final**

	BASE	CAR	BoN	SPE	Final
BASE PRESENCE					
PHYSICAL					
DISEASE					
POISON					
Magic					
Psychic					

ADVANTAGES

DISADVANTAGES

SPECIAL ABILITIES/MODULES **COST**

TECHNIQUE **MP**

LEVEL **Accu.** **STR** **AGI** **DEX** **CON** **POW** **WP** **MP**

TECHNIQUE **MP**

LEVEL **Accu.** **STR** **AGI** **DEX** **CON** **POW** **WP** **MP**

TECHNIQUE **MP**

LEVEL **Accu.** **STR** **AGI** **DEX** **CON** **POW** **WP** **MP**

TECHNIQUE **MP**

LEVEL **Accu.** **STR** **AGI** **DEX** **CON** **POW** **WP** **MP**

SUMMONING **CAR** **BASE** **BONUS** **SPE** **FINAL**

	CAR	BASE	BONUS	SPE	FINAL
Summon	POW				
Control	WP				
Bind	POW				
Banish	POW				

SPECIALIZATION

MARITAL ARTS **SPECIAL ABILITIES**

Total MP **Att. BoN** **Def. BoN** **DAMAGE**

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Rations	
Food	
Drink	

Active Spells	Daily Zeon	Creatures Bounded
Total Cost		Final Regeneration

Invocations	Cost	Dif.

DAMAGE

BASE

10%

20%

30%

40%

50%

60%

70%

80%

90%

100%

110%

120%

130%

140%

150%

160%

170%

180%

190%

200%

210%

220%

230%

240%

250%

260%

270%

280%

290%

300%

310%

320%

330%

340%

350%

360%

370%

380%

390%

400%

Innate Magic

Base:

Special:

Final:

Maximum Zeon Value

Intelligence

X10

X20

X30

X40

X50

Innate Psi. Power	Value	Effects/Description

Level	Free Access Spells	Req

Elan	Entity

BACKGROUND

LANGUAGES

BASE:

1:

2:

3:

4:

5:

MAX. LANGUAGES