

Player Name _____

Character Name _____

Concept / Short Bio _____

Attribute

Body

Bonus Skill Focus

- Accuracy _____
- Agility _____
- Stamina _____
- Strength _____

Magic

- Celestial _____
- Elemental _____
- Soul _____
- Spellcraft _____

Mind

- Ingenuity _____
- Intuition _____
- Knowledge _____
- Perception _____

Spirit

- Charisma _____
- Creativity _____
- Manipulation _____
- Will _____

Offense

Weapon	Attack	AC	Damage	Details

Defense

- Base
- Block
- Dodge

Resistance

	(B) Ballistic	(L) Blunt	(N) Energy	(P) Piercing	(S) Slashing	(X) Explosive
Species	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Movement

1 action	2 actions	
Step	Walk	Run
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Mana

- Global
- Personal
- Current

Luck

-

Experience

Spent	Available
<input type="checkbox"/>	<input type="checkbox"/>

Damage

	Grit	Wounds
Penalty	<input type="checkbox"/>	<input type="checkbox"/>
Vitals	<input type="checkbox"/>	<input type="checkbox"/>
Hits	<input type="checkbox"/>	<input type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>

C L O C K **W** O R K

G A M E

E N G I N E

Spells

Features

Equipment
