

IDENTITY

AGE \_\_\_\_\_ BLINDNESS PENALTY \_\_\_\_\_ NAME FART CHARACTER CLASS \_\_\_\_\_ GENDER \_\_\_\_\_  
 Combat: -15 (-7 if sensed)

APPEARANCE \_\_\_\_\_ NOSTALGIAS \_\_\_\_\_ COMMUNITY \_\_\_\_\_

ADVANTAGES \_\_\_\_\_ DISADS \_\_\_\_\_

ATTRIBUTES

SKILLS

	BASE	CURRENT	PLUSSES/MINUSES	SKILL	ATTRIBUTE	TYPE	LEVELS	AV
ADJ	_____	_____	_____	_____	_____	_____	000000	_____
AGY	_____	_____	_____	_____	_____	_____	000000	_____
AWR	_____	_____	_____	_____	_____	_____	000000	_____
CHM	_____	_____	_____	_____	_____	_____	000000	_____
END	_____	_____	_____	_____	_____	_____	000000	_____
INL	_____	_____	_____	_____	_____	_____	000000	_____
SPD	_____	_____	_____	_____	_____	_____	000000	_____
STH	_____	_____	_____	_____	_____	_____	000000	_____
WIL	_____	_____	_____	_____	_____	_____	000000	_____
HEALTH ATTRIBUTES								000000
BLD	_____	_____	_____	_____	_____	_____	000000	_____
BDY	_____	_____	_____	_____	_____	_____	000000	_____
INCY	_____	_____	_____	_____	_____	_____	000000	_____

EQUIPMENT

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

ADVANCEMENT

SKILL COSTS: Athletics \_\_\_\_\_ Care \_\_\_\_\_ Combat \_\_\_\_\_ Crafts \_\_\_\_\_ Naughty \_\_\_\_\_ Pets \_\_\_\_\_  
 Rapport \_\_\_\_\_ Scholastics \_\_\_\_\_ Sensory \_\_\_\_\_ Survival \_\_\_\_\_ Tech \_\_\_\_\_ War \_\_\_\_\_  
 Special Skill Costs \_\_\_\_\_ Unspent XP \_\_\_\_\_ Total Earned XP \_\_\_\_\_  
 (2 XP = 1 Skill Point, 10 XP = 1 Attribute Point, 30 XP = 1 Health Attribute Point.)

KILL ALL GROWNUPS!