| | | CHARACT | TER SHEET | |
|---|--------|--|----------------------------------|--|
| | | Character Info | <u>STATS</u> | |
| | | Character Name: Player Name: Class: | | STAT POINTS: |
| | | Class:Nationality:Organization Affiliations: | | RESERVE: |
| | | Appearance/Mannerisms: | SPIRIT: | |
| | 33.53 | Skills Level Stat XP | Secondary Stat | <u>S</u> |
| | | | Parry: Defence: | 3+Body+Melee/Unarmed+Shield 3+Body+Dodge+Shield |
| | | | Spirit Defence: Mental Defence: | 3+Spirit+Faith/Edge 3+Mind+Weave/Edge |
| | | | Resist: Health: | Spirit+Armour 3+Body+Spirit |
| 2 | | | HEALTH TRACK | J. P. S. |
| | | | 0 -1 -1 -2 -2 | -3 -3 -3 -3 -3 |
| | | | COMBAT GEAR Armour Bonus: | ADJUSTMENTS Current Current |
| 1 | | | Shield Bonus: | Bonuses: Penalties: |
| | | | Action Penalty: WEAPONS | |
| | 3333 | Path Abilities | Weapon Attack | Damage Adjustments Lead+ |
| | | | 1d6+ 1d6+ | Lead+ |
| | | Power Level Diff. Effects | ADVANTAGES_ | DISADVANTAGES |
| | | | | |
| | | | Gear and Mone | EY Wealth: |
| | | | GLAR AND MONI | weatth: |
| | | | | |
| | | | | |
| | | | | |
| | 215.75 | | | |