

PLAYER		RACE		LEVEL	
NAME		MONEY		EXPERIENCE	

COMBAT										
STAMINA			ARMOR			HP				
BASE	+	BONUS	TOTAL	TOTAL ARMOR			BASE	X	VITALITY	TOTAL HP
	+							X		

COMBAT ATTRIBUTES																				
ATTRIBUTE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	BASE	+	BONUS	=	TOTAL
ATTACK	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○					
DEFENSE	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○					

COMBAT SKILLS									
ATTACK SKILLS	MAX	BASE	BONUS	TOTAL	DEFENSE SKILLS	MAX	BASE	BONUS	TOTAL
<input type="checkbox"/> MELEE WEAPONS					<input type="checkbox"/> BLOCK				
<input type="checkbox"/> RANGED WEAPONS					<input type="checkbox"/> DODGE				
<input type="checkbox"/> MARTIAL ARTS					<input type="checkbox"/> COUNTER				
<input type="checkbox"/> SOUL ARTS					<input type="checkbox"/> SOUL BLOCK				

MASTERY														
MELEE			RANGED			MARTIAL			ELEMENTAL					
WEAPON	EXPERIENCE	MASTERY LEVEL	WEAPON	EXPERIENCE	MASTERY LEVEL	WEAPON	EXPERIENCE	MASTERY LEVEL	WEAPON	EXPERIENCE	MASTERY LEVEL			
SWORD	/	○○○○○	PISTOL	/	○○○○○	BOXING	/	○○○○○	FIRE	/	○○○○○			
AXE	/	○○○○○	CHARGE PISTOL	/	○○○○○	WRESTLING	/	○○○○○	STORM	/	○○○○○			
MACE	/	○○○○○	HAND CANNON	/	○○○○○	KUNG FU	/	○○○○○	ICE	/	○○○○○			
CURVED SWORD	/	○○○○○	FLAK PISTOL	/	○○○○○	WING CHUN	/	○○○○○	DARK	/	○○○○○			
POLEARM	/	○○○○○	CARBINE	/	○○○○○	MUAY THAI	/	○○○○○	WATER	/	○○○○○			
TONFA	/	○○○○○	ASSAULT RIFLE	/	○○○○○	JUDO	/	○○○○○	WIND	/	○○○○○			
KHOPESH	/	○○○○○	BATTLE RIFLE	/	○○○○○	JEET KUNE DO	/	○○○○○	EARTH	/	○○○○○			
GUNBLADE	/	○○○○○	LEVER RIFLE	/	○○○○○	JUJUTSU	/	○○○○○	LIGHT	/	○○○○○			
GUNSPEAR	/	○○○○○	BOLT RIFLE	/	○○○○○	NINJUTSU	/	○○○○○						
GREATSWORD	/	○○○○○	MARKSMAN RIFLE	/	○○○○○	TAI CHI	/	○○○○○						
BATTLE AXE	/	○○○○○	CHARGE RIFLE	/	○○○○○	DIRTY BOXING	/	○○○○○						
WARHAMMER	/	○○○○○	SUBMACHINE GUN	/	○○○○○	KRAV MAGA	/	○○○○○						
WARPICK	/	○○○○○	LIGHT MACHINE GUN	/	○○○○○	SYSTEMA	/	○○○○○						
GAUNTLET	/	○○○○○	SHOTGUN	/	○○○○○	TAE KWON DO	/	○○○○○						
CHAINBLADE	/	○○○○○	CROSSBOW	/	○○○○○	KARATE	/	○○○○○						
SPEAR	/	○○○○○	ARBALIST	/	○○○○○	MMA	/	○○○○○						
LANCE	/	○○○○○	THROWING KNIFE	/	○○○○○									
MACHETE	/	○○○○○	JAVELIN	/	○○○○○									
CLAWS	/	○○○○○	BOW	/	○○○○○									
ARBLADE	/	○○○○○	GREATBOW	/	○○○○○									
FLAIL	/	○○○○○	RIFLE WITH BLADE	/	○○○○○									
SCYTHE	/	○○○○○	PISTOL WITH BLADE	/	○○○○○									
RAPIER	/	○○○○○	HAND CANNON WITH BLADE	/	○○○○○									
SHIELD	/	○○○○○	CHAKRAM	/	○○○○○									
TOMAHAWK	/	○○○○○	BURST RIFLE	/	○○○○○									

# EXPLORATION

PERSUASION					COMPOSURE		
BASE	+	BONUS	TOTAL	BASE	+	BONUS	TOTAL
	+				+		

## EXPLORATION ATTRIBUTES

ATTRIBUTE	1	2	3	4	5	6	7	8	9	10	1x 25+	11	12	13	14	15	BASE	+	BONUS	=	TOTAL
VITALITY	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
STRENGTH	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
AGILITY	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
MIND	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
SENSE	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
SOUL	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
MAJOR	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	
MINOR	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		+		=	

## EXPLORATION SKILLS

VITALITY SKILLS	MAX	BASE	BONUS	TOTAL	STRENGTH SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> HEALTH					<input type="radio"/> MUSCLE				
<input type="radio"/> ENERGY					<input type="radio"/> ROBUSTNESS				
<input type="radio"/> SURVIVAL					<input type="radio"/> FORAGING				
<input type="radio"/> ATHLETICISM					<input type="radio"/> GRAPPLING				
<input type="radio"/> IMMUNITY					<input type="radio"/> CONSTRUCTION				

AGILITY SKILLS	MAX	BASE	BONUS	TOTAL	MIND SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> DEXTERITY					<input type="radio"/> TECHNOLOGY				
<input type="radio"/> ACROBATICS					<input type="radio"/> LORE				
<input type="radio"/> STEALTH					<input type="radio"/> MEMORY				
<input type="radio"/> BALANCE					<input type="radio"/> RESEARCH				
<input type="radio"/> CRAFTSMANSHIP					<input type="radio"/> PLANNING				

SENSE SKILLS	MAX	BASE	BONUS	TOTAL	SOUL SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> PERCEPTION					<input type="radio"/> RESOLVE				
<input type="radio"/> AWARENESS					<input type="radio"/> FAITH				
<input type="radio"/> CONCENTRATION					<input type="radio"/> MORALITY				
<input type="radio"/> STREET SMARTS					<input type="radio"/> INTIMIDATION				
<input type="radio"/> TRACKING					<input type="radio"/> PERSONALITY				

ELEMENTAL SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> CREATION				
<input type="radio"/> MANIPULATION				
<input type="radio"/> SOUL POTENCY				
<input type="radio"/> SOUL ARMOR				
<input type="radio"/> ELEMENTAL SENSE				

ATTRIBUTE BONUSES			
ATTRIBUTE	BONUS TYPE	x5	TOTAL BONUS
STRENGTH	MELEE DAMAGE	x5	
STRENGTH	MARTIAL DAMAGE	x5	
AGILITY	RANGED DAMAGE	x5	
SOUL	SPECIAL DAMAGE	x5	
MIND	EXPERIENCE	x5	
MAJOR ELEMENT	MAJOR DAMAGE	x5	
MINOR ELEMENT	MINOR DAMAGE	x5	

UNSPENT POINTS	
COMBAT ATTRIBUTE	
COMBAT SKILL	
EXPLORATION ATTRIBUTE	
EXPLORATION SKILL	