

PLAYER	1	RACE	Aeterni	LEVEL	5
NAME	Jack Weaver	MONEY		EXPERIENCE	

COMBAT										
STAMINA			ARMOR			HP				
BASE	+	BONUS	TOTAL	TOTAL ARMOR			BASE	X	VITALITY	TOTAL HP
100	+		100	500			200	X	5	1000

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="radio"/> MELEE WEAPONS	100	5			<input type="radio"/> BLOCK	100	15		
<input checked="" type="radio"/> RANGED WEAPONS	115	40			<input checked="" type="radio"/> DODGE	115	40		
<input type="radio"/> MARTIAL ARTS	100	5			<input type="radio"/> COUNTER	100	5		
<input type="radio"/> SOUL ARTS	100	5			<input type="radio"/> SOUL BLOCK	100	15		

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	/	○○○○○	ARBALEST	/	○○○○○	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		+	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	●	●	●	●	○	○	○	○	○	○		○	○	○	○	○		+		=	
STRENGTH	●	●	●	○	○	○	○	○	○	○		○	○	○	○						
AGILITY	●	●	○	○	○	○	○	○	○	○		○	○	○	○						
MIND	●	●	○	○	○	○	○	○	○	○		○	○	○	○						
SENSE	●	●	○	○	○	○	○	○	○	○		○	○	○	○						
SOUL	●	●	●	○	○	○	○	○	○	○		○	○	○	○						
STORM	●	●	●	○	○	○	○	○	○	○		○	○	○	○						
EARTH	●	●	●	○	○	○	○	○	○	○		○	○	○	○						

## EXPLORATION SKILLS

VITALITY SKILLS	MAX	BASE	BONUS	TOTAL	STRENGTH SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> HEALTH	100	15			<input type="radio"/> MUSCLE	100	15		
<input checked="" type="radio"/> ENERGY	115	40			<input checked="" type="radio"/> ROBUSTNESS	115	40		
<input type="radio"/> SURVIVAL	100	5			<input type="radio"/> FORAGING	100	5		
<input type="radio"/> ATHLETICISM	100	15			<input type="radio"/> GRAPPLING	100	15		
<input type="radio"/> IMMUNITY	100	15			<input type="radio"/> CONSTRUCTION	100	15		

AGILITY SKILLS	MAX	BASE	BONUS	TOTAL	MIND SKILLS	MAX	BASE	BONUS	TOTAL
<input checked="" type="radio"/> DEXTERITY	100	40			<input type="radio"/> TECHNOLOGY	100	15		
<input type="radio"/> ACROBATICS	115	5			<input type="radio"/> LORE	115	5		
<input type="radio"/> STEALTH	100	5			<input type="radio"/> MEMORY	100	5		
<input type="radio"/> BALANCE	100	15			<input type="radio"/> RESEARCH	100	15		
<input type="radio"/> CRAFTSMANSHIP	100	15			<input type="radio"/> PLANNING	100	15		

SENSE SKILLS	MAX	BASE	BONUS	TOTAL	SOUL SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> PERCEPTION	100	15			<input checked="" type="radio"/> RESOLVE	100	40		
<input type="radio"/> AWARENESS	115	10			<input type="radio"/> FAITH	115	5		
<input type="radio"/> CONCENTRATION	100	5			<input type="radio"/> MORALITY	100	5		
<input type="radio"/> STREET SMARTS	100	15			<input type="radio"/> INTIMIDATION	100	15		
<input type="radio"/> TRACKING	100	15			<input type="radio"/> PERSONALITY	100	15		

ELEMENTAL SKILLS	MAX	BASE	BONUS	TOTAL
<input type="radio"/> CREATION	100	15		
<input type="radio"/> MANIPULATION	115	10		
<input type="radio"/> SOUL POTENCY	100	5		
<input type="radio"/> SOUL ARMOR	100	15		
<input type="radio"/> ELEMENTAL SENSE	100	15		

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	