Name

Game Info

Species

Statistics

Progression Points

Defining Aspects

Attributes

AG Agility		**FO** Focus	
EN Endurance		**SP** Spirit	
IN Intellect		**SE** Sense	
PE Perception		**BE** Beyond	
ST Strength		**CH** Charisma	

Action Quota

Health Current

Health Normal

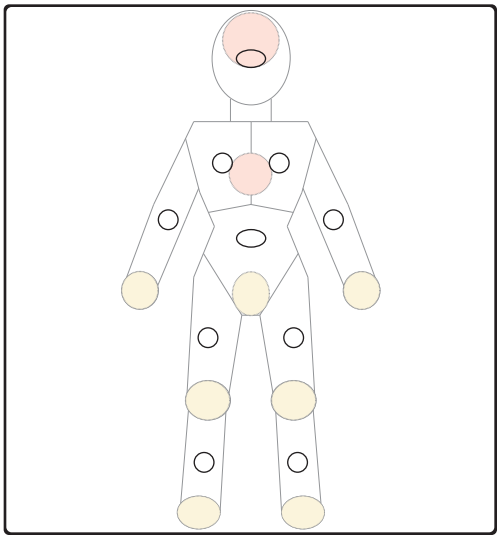
Health Conditions

Adjustments

Power — Current / Normal

Power — Current / Normal

Power — Current / Normal



Action	Cost	Check

Skill Tree

Skill Tree		Base	Adjust	Total
Athletic	AG EN ST			
Close	AG FO ST			
Domestic	CH SE SP			
Interaction	CH SP ST			
Navigation	BE IN PE			
Ranged	AG FO PE			
Sensory	BE FO PE			
Society	CH IN SE			
Theory	BE IN SE			
Vocational	EN IN SE			

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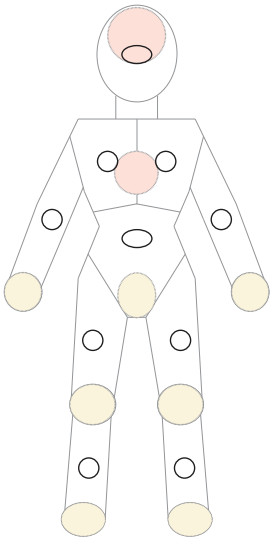
Items



Extra Skills	Base	Adjust	Total

Traits - Assets - Burdens

Karma

Notes and Other Useful Information

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