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

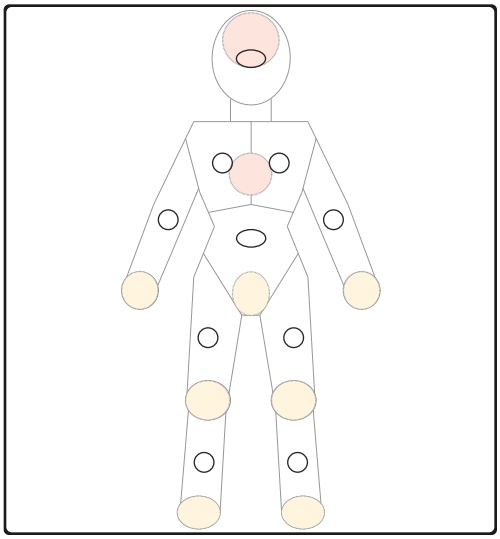
Health Current

Health Normal

Health Conditions

Adjustments

Power	Current	Normal
Power	Current	Normal
Power	Current	Normal



Action	Cost	Check

Skill Tree

		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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