

Character Name		Player Name	
Description			
Attributes (Total 15, max 5, min 1.)	Combat	(Take values from Attributes and	Gear)
STR DAMAGE AND MOVEMENT	Power	HIGHER OF STR OR INT	Damage Reduction
	Initiative		ARMOR Current Resolve (Defense minus damage)
CUN MOVEMENT AND INITIATIVE	Movement		
LUC ATTACK ACCURACY	Accuracy		
BRA DEFENSE Bravery	Defense	= 15 + = BRA + SHIELD	
	Specific skills ha	ave one condition. Signature skills h	in the second
General			BONUS CONSUMED
General			+1
Specific			+3
Specific			+3
Signature			+5
Gear (Choose any weapons or mundane	e items. Armor ar	nd shields are optional, and value is Shield	from 0 to 3.)
Attacks (Refer to the Attack Types char	t for features and	d for damage and precision values.)	
Attack #1	Attack #2		Heal #1
Features	Features		Features
Precision = + ACCURACY	Precision		Healing
Damage = + Power	Damage	BASE POWER	
Attack #3	_ Attack #4_		Heal #2
Features	_ Features _		Features
	Precision	BASE ACCURACY	Healing
Damage = + -	Damage		

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