

KIDWORLD THE ROLE PLAYING GAME

IDENTITY

AGE

BLINDNESS PENALTY

NAME

CHARACTER CLASS

GENDER

Combat: -15 (-7 if sensed)

APPEARANCE

NOSTALGIAS

COMMUNITY

ADVANTAGES

DISADS

ATTRIBUTES

SKILLS

BASE CURRENT PLUSSES/MINUSES

SKILL ATTRIBUTE TYPE LEVELS AV

ADJ								000000	
AGY								000000	
AWR								000000	
CHM								000000	
END								000000	
INL								000000	
SPD								000000	
STH								000000	
WIL								000000	
HEALTH ATTRIBUTES									
BLD								000000	
BDY								000000	
INCY								000000	

EQUIPMENT

ADVANCEMENT

SKILL COSTS: Athletics _____ Care _____ Combat _____ Crafts _____ Naughty _____ Pets _____

Rapport _____ Scholastics _____ Sensory _____ Survival _____ Tech _____ War _____

Special Skill Costs _____ Unspent XP _____ Total Earned XP _____

(2 XP = 1 Skill Point, 10 XP = 1 Attribute Point, 30 XP = 1 Health Attribute Point.)