

NAME: ARCHETYPE: SPECIES MOTIVATION:

PRIMARY ATTRIBUTES

BOD:

DEX:

STR:

CHR:

INT:

WIL:

SECONDARY ATTRIBUTES

SIZE:

MOVE:

PER:

INI:

KNOCKBACK:

STUN:

KNOCKDOWN:

PSI:

HEALTH

DEFENSE

PASSIVE	ACTIVE	ARMOR	TOTAL

SKILLS

BASE

LEVELS

RATING

AVERAGE

TALENTS/RESOURCES

FLAWS

EQUIPMENT

NOTES

WEAPON

SIZE MOD.

BASE DAMAGE

RANGE/CAP

ATTACK



ZERO