

THE BASIC SYSTEM[©]

Character Name:

Character Sketch

Stat	#	MSB	Secondary	#
INT			Hit Points	
WILL			Stun Points	
CHA			Initiative	
AGI			Lift	
STR			Punch	
END			Kick	
SPD			Run	
			Jump	

Common Skills	LvL	MSB	Main Stat
Basic Fight			AGI
Dodge			AGI
Perception			INT
Basic Education			INT

Natural Ability	Bonus

Skill Headers	LvL	MSB	Main Stat	Skill Headers	LvL	MSB	Main Stat
Advanced Fight			AGI	Social Interaction			CHA
-			AGI	-			CHA
-			AGI	-			CHA
Melee/Firearms Combat			AGI	-			CHA
-			AGI	-			CHA
-			AGI	Extra-Curricular			Varied
-			AGI	-			
-			AGI	-			
Physical			AGI/STR	-			
-			AGI/STR	Skills w/ No Headers			
-			AGI/STR				
-			AGI/STR				
Advanced Education			INT				
-			INT				
-			INT				
-			INT				
-			INT				

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The Extras	Description

Experience Level	<input type="text"/>	XP	<input type="text"/>
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Campaign Setting	

Armor	AC	HP	AGI Penalty	Location	Special

Weapon	Damage	Range	Ammo	FR	# Hands	Special

Power	LvL	Description	Power	LvL	Description

GAME NOTES	