Size	Race	Cultu	re	_ EP (total)_	EP (c	unused)			RILORIE	Ý				
PERSONAS		least 1 point at Cha ait Cost = Current Tr					Сня	ARACTER C	REATION	SHEET				
	•	***		Calculat	ions for Gar	me Essentia	il Rolls							
Clevrin	Awareness	Intelligence	Toughness	Vitality (	Vi)		Remaining V	/i	Rate of N	lovement (R	RM)			
Physsin	Agility	Speed	Strength	Vi	= Base	_+ Tou	+ Str + Enh	_	RM	= Base	+ Enh			
Socian	Creativity	Presence	Wits	Actions Per Round (APR)					Carrying Capacity (CC)					
Sociali	Creativity	rieschee	W165	APR _	= Spe	+ Agi	_ + Enh Ar/S	5h	cc	Light	Heavy			
Soulin	Affinity	Core	Willpower	Magic Actions Per Round (MAPR)  Character Buffs										
	227			The second secon			+ Enh - Ar/S	h	Characte	er bulls				
<b>APTITUDES</b>	Starred Aptitudes	s must have at least	1 Inv before use.	WAFK	All _	_ T WIII	- + Enh Ar/S		Vi	_ APR	Attack			
After Character Creation Aptitude Cost = 3 EP if no					Vestment (Ve)									
	prior Inv; Otherw	rise EP Cost = Aptitu	de Inv x 2	Ve	= Base	+ Agi	+ Ar + Sh	+ Enh	Ve	MAPR	Damage			
Alabamut	- Aff	f + Str +	Inv. + Enh											
Alchemy*	^"		+ E	Calculat	ions for Atta	ack & Dama	ge Rolls							
Craft* = Agi + Cre + Inv +				Melee At	tack Bonus (	MAB)		Melee Damage (MD)						
C.u.t				MAB _	= Base	Spe	+ Enh	MD	= Str	+ Er	nh			
Insight	= Int	+ Spe+	Inv + Enh											
Name of the second second				Melee At	tack Duel Wi	eld (MADW)		Melee	Dmg Off Hand	(MDOH)				
Knowledge*	= Int	+ Wil+	Inv + Enh	MADW _	= Base	Spe-4	+ Enh	MDOH	= (Str-	4) + E	nh			
					ar a Danie	(DAD)			J D /DD	•				
Magical Attur	nement* = Aff	f+ Cor+	Inv + Enh	-	ttack Bonus	- S 15			d Damage (RD		L			
Naturism	= Pro	e+ Spe+	Inv + Enh			Awa		RD	= Cre	— + Er	nn —			
	- De	- 1 WE	lau r Eab	Calculat	ions for Spe	ells & Other	Checks							
Persuasion	PI	e+ Wil+	INV + ENN		minance (SD	7/	- 20	AND THE REAL PROPERTY AND THE PERTY AND THE	il Fortitude (M					
Protean	= Cro	e+ Wit+	Inv + Enh	SD	= Aff	+ Cor +	- Int + Enh	MF _	= Awa	+ Wil	+ Enh			
	_ C4		lau I Fab		sistance (MF				ance Check (E	C)				
Prowess	30	r —+ Tou —+	V	MR	= Wil	+ Cor +	- Wit + Enh	EC _	= Tou	+ Str	+ Enh			
Religious Att	Spell Cost Allotment (SCA)					Impulse Check (IC)								
Stealth	= Ag	ji+ Awa+	Inv + Enh	SCA	= Aff	+ Cor+	Wit + Enh _	ic _	= Spe	+ Awa	+ Enh			
198 8 500 100 100 100 100 100 100 100 100 100					Learned Spell Allotment (LSA)					Touch Attack (TA)				
Survival*	= To	u+ Wit+	Inv + Enh	LSA	= Cre	+ Cor+	- Int+Enh_	TA _	= Spe	+ Agi	+ Enh			
Vitality Reco	overy & Spell Rege	neration		Persona	Benefits (P	В)								
Vitality Reco	PB at 200	EP:		PB at 400 EP:		PB	at 600 EP:							
Spell Regeneration: Racial Adjustment + Core =				PB at 800	EP:		PB at 1000 EP	:	PB :	at 1200 EP: _				
10 2022	55) 54	Α		PB at 1400	5/90.0464					at 1800 EP: _				
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Character Name Player Player

QUIRKS Place the	name & val	ue of each	Quirk in the spa	aces below.	Note: If you	select more	than 3 pc	sitive Quirk points, they all must	E	QUIPMENT	lbs.			lbs.
be offset	by an equiva	lent numbe	er of negative Q	uirk points.	You can se	lect no more	than 7 po	sitive Quirk points.	Г					
Positive Quir	rks													
									-		$\top$			$\top$
Negative Qui	irks								<b> </b> -		+			$\top$
									l ⊦		+			+
									.  -		+			+
WEAPONS	AP	R Cost	Weight	Туре	Rang	e Da	mage	Special Qualities	<b>!</b>		+			+
									<b> </b> -		+			+
									∣ ŀ		+			+
									-		+			+
									<b>│</b>		$\bot$			+
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ARMOR/PROTECT	ION AP	R Cost	Weight	Durabi	lity	Vestment		Special Qualities	<u> </u>		_			
									<u> </u>		$\perp$			$\perp$
									<u> </u>		$\perp$			$\perp$
									L					
													Total Weight	
									] L	sp gp	pp	<u> </u>	/p dt _	
										ANGUAGES				
PROFICIENCIES	You gain 6 culture. Aft	points for F er Creation	Proficiencies at the cost of a P	Character C Proficiency is	Creation, in a EP = Profi	addition to an ciency Tier x	y Proficie 3.	encies provided by your race or						
									-	I				
									Ľ	EARNED SPELLS				
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