

Character: _____

Player: _____

BODY		ATTRIBUTE BONUS	POTENTIAL SPENT
Strength	+		
Endurance	+		
Agility	+		

MIND		ATTRIBUTE BONUS	POTENTIAL SPENT
Intelligence	+		
Discipline	+		
Perception	+		

SOUL		ATTRIBUTE BONUS	POTENTIAL SPENT
Zeal	+		
Resolve	+		
Insight	+		

POTENTIAL	
TOTAL	
SPENT	
UNUSED	

SKILLS

TOTAL BONUS	ASSOC. ATTR.	POTENTIAL	MODIFIER	DEFENSE
+ <input type="checkbox"/>	Athletics (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Evaluate (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Fighting (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Interaction (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Investigation (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Ki Attunement (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Leadership (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Manipulation (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Medicine (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Nature Affinity (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Survival (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+ <input type="checkbox"/>	Vice (+)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SKILL POTENTIAL TABLE

Potential Spent	2	5	10	16	24	34	45	58
Modifier	+1	+2	+3	+4	+5	+6	+7	+8

Name: <input type="text"/>	FP <input type="checkbox"/>	Ki <input type="checkbox"/>
Check <input type="checkbox"/> Potential <input type="checkbox"/>		
Name: <input type="text"/>	FP <input type="checkbox"/>	Ki <input type="checkbox"/>
Check <input type="checkbox"/> Potential <input type="checkbox"/>		
Name: <input type="text"/>	FP <input type="checkbox"/>	Ki <input type="checkbox"/>
Check <input type="checkbox"/> Potential <input type="checkbox"/>		

ATTRIBUTES POTENTIAL TABLE

Potential Spent	0	4	10	18	28	40	54	70
Modifier	+1	+2	+3	+4	+5	+6	+7	+8

Focus Refresh	Threshold
Ki Limit	Rally

ARMOR		
BODY <input type="checkbox"/>	MIND <input type="checkbox"/>	SOUL <input type="checkbox"/>

PROFESSION

MASTERY LEVEL

DESCRIPTION _____

RANK	PROFESSION BENEFIT	NOTES
<input type="checkbox"/>	Contacts	
<input type="checkbox"/>	Craft	NUM. OF CONTACTS
<input type="checkbox"/>	Good Reputation	CRAFT POINTS
<input type="checkbox"/>	Knowledge	FAME/NOTORIETY
<input type="checkbox"/>	Professional Quality	
<input type="checkbox"/>	Tools of the Trade	ROLL REPLACEMENT

SIGNATURE ATTACK

CHECK BONUS <input type="checkbox"/>			ASSOCIATED SKILL <input type="text"/>		
Damage	<input type="text"/>	RANGE	<input type="text"/>	DAMAGE TYPE	<input type="text"/>
Effects <input type="text"/>					
Defenses					
STR <input type="checkbox"/>	INT <input type="checkbox"/>	ZEA <input type="checkbox"/>	Athletic <input type="checkbox"/>	Evaluate <input type="checkbox"/>	Fight <input type="checkbox"/>
END <input type="checkbox"/>	DIS <input type="checkbox"/>	RES <input type="checkbox"/>	Interact <input type="checkbox"/>	Investig <input type="checkbox"/>	Ki Att. <input type="checkbox"/>
AGI <input type="checkbox"/>	PER <input type="checkbox"/>	INS <input type="checkbox"/>	Lead <input type="checkbox"/>	Manip <input type="checkbox"/>	Medic <input type="checkbox"/>
			Natr Af. <input type="checkbox"/>	Survival <input type="checkbox"/>	Vice <input type="checkbox"/>