Name:	_
Gender:	_
Age:	_
Background:	-



Height / Size: \_\_\_\_\_ Weight: \_\_\_\_\_ Description: \_\_\_\_\_

BODY	CLASS:	CLASS:			
Acrobatics		-			
Acrobatics					
Combat					
Intimidate					
Stealth					
Survival					
	CLASS:	CLASS:			
MIND		·			
General Edu		.			
Medicine Edu		-			
Occult Edu		·			
Pokémon Edu		-			
Technology Edu		-			
Guile	Edges	General Features			
Perception					
		-			
		-			
		-			
SPIRIT		·			
Charm					
Command		_			
Focus					
Intuition	MOVES	2 Τ Δ Τ 2			
		<b>STATS</b> Level: EXP: / 10			
CAPABILITIES		Action Points:			
Overland: Swim:	]	- Hit Points:			
Power: Throwing Range:		- Injuries:			
Jump L/H/		HP: SpAtk:			
		Atk: SpDef:			
		- Def: Speed:			
		PhyEva: SpcEva SpdEva Abilities:			
Overland = 3 + [(Athl+Acro)/2]					
Swim = Overland/2 $Swim = Overland/2$		-			
Throwing Range = $4 + $ Athl		-			
0 0	• • • • • • • • • • • • • • • • • • • •				

CHARACTER CREATION			EQUIPMENT AND INVENTORY Head:							
Background Name:				Head:						
+ Skills:			_ Body:							
- Skills:				Main Hand:						
HP:	SpAtk:			Off-Hand:						
Atk:		SpDef:		Feet: Accessory:						
Def:	f: Speed:									
Level 1 1	Edge:					11			<i>‡</i>	
Level 1 1	Edge:									
Level 1 1	Edge:			 						
Level 1	Edge:									
Level 1	Feat: Feat:								──	
Level 1 F	eat:								<u> </u>	
Level 1 F	eat:									
Level 1 F	eat:									
Notes:										
							MONEY:			
Progr	ESSION			Level	Edge/F	EATUR	E	Sтат Роі	NT	
	Edge/Featur	RE	Stat Point	26						
2				27						
3				28						
4				29						
5				30						
6				31						
7				32						
8				33						
9				34						
10				35						
11				36						
12				37						
13				38						
14				39						
15				40						
16				41						
17				42						
18				43						
19				44						
20				45						
21				46						
22				47						
23				48						
24				49						
25				50						