SIREN

CHARACTER SHEET

Beta 2.1.X

Character _____ Player _____

Height _____ Weight _____ Age _____

Appearance _____ XP _____

SATISTICS

		Total	Lost
Speed			
(Athletics / 2)			
HP	(Con × 2)		
FP	(Con + Str)		
MP	(Int × Wis)		

Dodge ☐ (Speed + DfM)

Parry ☐ (Fight / 2 + DfM)

TRAITS

Agi ☐

Cha ☐

Con ☐

Dex ☐

Int ☐

Str ☐

Wis ☐

SKILLS

SKILL	LEVEL	SPECIALSISATIONS
Academics	Int + Int =	
Investigation	Int + Wis =	
Magic	Int + Wis =	
Perception	Int + Wis =	
Survival	Con + Int =	
Thievery	Dex + Int =	
Athletics	Agi + Con =	
Fighting (Hvy)	Agi + Str =	
Fighting (Lgt)	Agi + Dex =	
Physique	Con + Str =	
Stealth	Agi + Wis =	
Contacts	Cha + Int =	
Insight	Cha + Wis =	
Nursing	Con + Wis =	
Persuasion	Cha + Cha =	
Crafting	Dex + Int =	
Shooting	Agi + Dex =	
Vehicle (Air)	Dex + Int =	
Vehicle (Land)	Dex + Wis =	
Vehicle (Sea)	Dex + Int =	

EXPLOITS

WEAPONS

WEAPON NAME	SPECIALISATION	DAMAGE & TYPE	RANGE	PARRY

SHIELDS

SHIELD NAME	SPECIALISATION	DAMAGE & TYPE	DfM	DAMAGE RES.

ARMOUR

ARMOUR NAME	DfM	DAMAGE RESISTANCE

SPELLS

NAME	COST	RANGE	DESCRIPTION

CHARACTER NOTES

MONEY

INVENTORY