

<i>Player:</i> <input style="width:90%;" type="text"/>	<i>Pantheon:</i> <input style="width:90%;" type="text"/>	<u>Disaster Avoidance</u> 2x Speed: <input style="width:90%;" type="text"/> 3x Speed: <input style="width:90%;" type="text"/> 4x Speed: <input style="width:90%;" type="text"/> 5x Speed: <input style="width:90%;" type="text"/> <u>Movement Per ABC</u> Walking: <input style="width:90%;" type="text"/> Trotting: <input style="width:90%;" type="text"/> Running: <input style="width:90%;" type="text"/> <u>Coin on hand:</u> <input style="width:90%; height: 20px;" type="text"/>
<i>Name:</i> <input style="width:90%;" type="text"/>	<i>Deity:</i> <input style="width:90%;" type="text"/>	
<i>Race:</i> <input style="width:90%;" type="text"/>	<i>Repute:</i> <input style="width:90%;" type="text"/>	
<i>Gender:</i> <input style="width:90%;" type="text"/>	<i>Dark Repute:</i> <input style="width:90%;" type="text"/>	
<i>Order:</i> <input style="width:90%;" type="text"/>	<i>Disrepute:</i> <input style="width:90%;" type="text"/>	
<i>Rank:</i> <input style="width:90%;" type="text"/>	<i>Age Height Weight Hair Eye</i>	
<i>1st Ability:</i> <input style="width:90%;" type="text"/>	<input style="width:20%; height: 20px;" type="text"/> <input style="width:20%; height: 20px;" type="text"/> <input style="width:20%; height: 20px;" type="text"/> <input style="width:20%; height: 20px;" type="text"/> <input style="width:20%; height: 20px;" type="text"/>	

Base Ratings

	<i>Health</i>	<i>Precision</i>	<i>Speed</i>	<i>AEPs</i>	<i>Intellect</i>
<i>Base:</i>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>
<i>Current:</i>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>

Abilities / Ability Scores

Rank	Ability	Score	Rank	Ability	Score
1st:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	5th:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>
2nd:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	6th:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>
3rd:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	7th:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>
4th:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	8th:	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>

Arms Carried:

Weapon	Base Harm	Class	Range/Radius	Speed	INIT	P. Bonus	H. Bonus
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Armor & Shield / Other Protection

Armor	Protection	Speed Penalty	Base Health	Damage Taken
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Extraordinary Activations

Activation	Casting Time	AEP

Capacities & Handicaps

Merits & Demerits

General:

Ability	Merits

Treasure

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Knacks

Description

Quirks

Description

Equipment

Equipment	Type	Equipment	Type

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