



TIER 1  
1 - 3 = D20 + D2  
TIER 2  
4 - 6 = D20 + D4  
TIER 3  
7 - 9 = D20 + D6  
TIER 4  
10 - 12 = D20 + D8  
TIER 5  
13 - 15 = D20 + D10  
TIER 6  
16 - 19 = D20 + D12  
TIER 7  
20 = D20 + D20

NAME: \_\_\_\_\_ BEING TYPE: \_\_\_\_\_  
CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_

LUCKY CARDS	FACE CARD	CURRENT CARD BONUSES



**VITALITY**  
TIER  
MOD DIE:

HP: \_\_\_\_\_ / \_\_\_\_\_  
CURRENT MAXIMUM  
OS: \_\_\_\_\_ / \_\_\_\_\_  
OTHER CURRENT MAXIMUM

**PASSIVE DEFENSE**  
PASSIVE DEFENSE STAT:  
\_\_\_\_\_  
OTHER ARMOR STAT BONUS TOTAL

**ACTIVE DEFENSE**  
BLOCK: \_\_\_\_\_ BOOST: \_\_\_\_\_  
DODGE: \_\_\_\_\_ BOOST: \_\_\_\_\_

**ENDURANCE**  
TIER  
MOD DIE:

**CYBERNETICS**

ITEM	VITALITY COST	INFO

**HELD/QUICK INVENTORY**  
HELD CAPACITY: \_\_\_\_\_ QUICK INVENTORY CAPACITY: \_\_\_\_\_  
○ \_\_\_\_\_ ○  
○ \_\_\_\_\_ ○  
○ \_\_\_\_\_ ○  
○ \_\_\_\_\_ ○

**STRENGTH**  
TIER  
MOD DIE:

**WORN/ARMOR**

ITEM	ENDURANCE COST	INFO

**GENERAL INVENTORY**  
CREDITS: \_\_\_\_\_ MAXIMUM CARRY WEIGHT: \_\_\_\_\_  
ITEM WEIGHT  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**DEXTERITY**  
TIER  
MOD DIE:

**MOVEMENT SPEEDS**

TYPE	BASE	BONUS	TOTAL

**INTELLIGENCE**  
TIER  
MOD DIE:

**ACTIONS** ACTION POOL: \_\_\_\_\_ / \_\_\_\_\_

NAME	SOURCE	EXPLANATION	COST	CAPACITY

**WISDOM**  
TIER  
MOD DIE:

**REACTIONS** REACTION POOL: \_\_\_\_\_ / \_\_\_\_\_

NAME	SOURCE	EXPLANATION	COST	CAPACITY

**WILL**  
TIER  
MOD DIE:

**PASSIVES** FOCUS THRESHOLD: \_\_\_\_\_ PASSIVE AWARENESS: \_\_\_\_\_

NAME	SOURCE	EXPLANATION	CAPACITY

**LUCK**  
TIER  
MOD DIE:  
LUCK POOL  
\_\_\_\_\_

PHYSICAL

ATHLETIC

MENTAL

