

# ACHERON

PLAYER'S NAME:

CHARACTER'S NAME:



LV   

RACE:

BACKGROUND/FACTION:

RANKS	TOTAL	SPENT	REMAINING
(P#+S#)(LV)=TOTAL			
CURRENT CAP <del>3</del> P <span style="border: 1px solid black; padding: 2px;">  </span> <del>3</del> S <span style="border: 1px solid black; padding: 2px;">  </span>	<b>STR</b>	/	/
<input type="checkbox"/> ATHLETICS ___+___=___ <input type="checkbox"/> INTIMIDATION ___+___=___			

RANKS	TOTAL	SPENT	REMAINING
CURRENT CAP <del>3</del> P <span style="border: 1px solid black; padding: 2px;">  </span> <del>3</del> S <span style="border: 1px solid black; padding: 2px;">  </span>	<b>DEX</b>	/	/
<input type="checkbox"/> ACROBATICS ___+___=___ <input type="checkbox"/> CRAFT _____+___=___ <input type="checkbox"/> DISABLE DEVICE ___+___=___ <input type="checkbox"/> DRIVE ___+___=___ <input type="checkbox"/> SLEIGHT OF HAND ___+___=___ <input type="checkbox"/> SNEAK ___+___=___			

RANKS	TOTAL	SPENT	REMAINING
CURRENT CAP <del>2</del> P <span style="border: 1px solid black; padding: 2px;">  </span> <del>2</del> S <span style="border: 1px solid black; padding: 2px;">  </span>	<b>CON</b>	/	/
<input type="checkbox"/> ENDURANCE ___+___=___			

RANKS	TOTAL	SPENT	REMAINING
CURRENT CAP <del>4</del> P <span style="border: 1px solid black; padding: 2px;">  </span> <del>4</del> S <span style="border: 1px solid black; padding: 2px;">  </span>	<b>INT</b>	/	/
<input type="checkbox"/> DEMOLITION ___+___=___ <input type="checkbox"/> INVESTIGATION ___+___=___ <input type="checkbox"/> FORGERY ___+___=___ <input type="checkbox"/> REPAIR ___+___=___ <input type="checkbox"/> CRAFT _____+___=___ <input type="checkbox"/> CRAFT _____+___=___ <input type="checkbox"/> KNOWLEDGE _____+___=___ <input type="checkbox"/> KNOWLEDGE _____+___=___			

RANKS	TOTAL	SPENT	REMAINING
CURRENT CAP <del>3</del> P <span style="border: 1px solid black; padding: 2px;">  </span> <del>3</del> S <span style="border: 1px solid black; padding: 2px;">  </span>	<b>WIS</b>	/	/
<input type="checkbox"/> CRAFT _____+___=___ <input type="checkbox"/> FIRST AID ___+___=___ <input type="checkbox"/> OCCULT ___+___=___ <input type="checkbox"/> LISTEN ___+___=___ <input type="checkbox"/> SENSE MOTIVE ___+___=___ <input type="checkbox"/> SPOT ___+___=___ <input type="checkbox"/> SURVIVAL ___+___=___			

RANKS	TOTAL	SPENT	REMAINING
CURRENT CAP <del>3</del> P <span style="border: 1px solid black; padding: 2px;">  </span> <del>3</del> S <span style="border: 1px solid black; padding: 2px;">  </span>	<b>CHA</b>	/	/
<input type="checkbox"/> DECEPTION ___+___=___ <input type="checkbox"/> INTIMIDATE ___+___=___ <input type="checkbox"/> PERFORM ___+___=___ <input type="checkbox"/> PERSUASION ___+___=___ <input type="checkbox"/> PRIMAL EMPATHY ___+___=___			

HP 1D	EVA	SANITY	STATUS
CURRENT / TOTAL TEMPORARY HP	10+DEX MOD  DAMAGE RESISTANCE S P B	5X WIS SCORE  CURRENT / TOTAL 7 10 13	FATIGUE ○○○○○○



PSYCHIC POINTS	MANA	CURRENT	TOTAL
CON SCORE + P MOD + MNC LV	INT SCORE + P MOD + S MOD	/	
		INITIATIVE	MOVEMENT
		DEX MOD	

WEAPON	ATTK BONUS	DAMAGE	DMG TYPE	RANGE	PROPERTIES	AMMO
ARMOR	ARMOR BONUS	RESISTANCE	WEIGHT	PROPERTIES		LIGHT/ MEDIUM HEAVY

## ABILITIES

LV( <span style="border: 1px solid black; padding: 2px;">  </span> ) (3)+3=TOTAL CP	TOTAL	SPENT	REMAINING
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MERITS (9 MAX)	FLAWS (9 MAX)
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