

IncurSION

CHARACTER CONCEPT:

NAME:

LONG-TERM GOAL:

AGE:

SHORT-TERM GOALS:

ATTRIBUTES (STATS)



STR	CON	DEX	SIZ	INT	POW	CHA
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★ BOOSTERS	🕒 SPEED	❤️ HIT POINTS
AP	TP	INI
		MR
		BASE
		CURRENT
		MAJOR WOUND
🦋 ENCUMBRANCE	🔪 ATTACK MODS	🧠 SANITY POINTS
CARRY	CLOSE	BASE
MAX CARRY	RANGED	CURRENT
		STRESS DISORDER

🔪 ATTACK SKILLS

MELEE	BASE%	CURRENT%
THROWN	BASE%	CURRENT%
AIMED	BASE%	CURRENT%
ORDNANCE	BASE%	CURRENT%

🛡️ DEFENSE SKILLS

DODGE (EVADE)	BASE%	CURRENT%
RESILIENCE (BODY)	BASE%	CURRENT%
PERSISTENCE (WILL)	BASE%	CURRENT%

🔪 WEAPON IN HAND

🛡️ ARMOR

🎩 SPECIALS

🔪 ACTION/PRACTICAL SKILLS

ATHLETICS	BASE%	CURRENT%
CONSTRUCTION	BASE%	CURRENT%
CRAFTING	BASE%	CURRENT%
MACHINERY	BASE%	CURRENT%
MEDICINE	BASE%	CURRENT%
PILOTING	BASE%	CURRENT%
PROTECTIVE SUIT	BASE%	CURRENT%
RIDING	BASE%	CURRENT%
SURVIVAL	BASE%	CURRENT%
TECHNOLOGY	BASE%	CURRENT%

🎩 KNOWLEDGE/SOCIAL SKILLS

ACADEMICS	BASE%	CURRENT%
ANSHANI LORE	BASE%	CURRENT%
COVERT	BASE%	CURRENT%
GAMBLING	BASE%	CURRENT%
INFLUENCE	BASE%	CURRENT%
NOTICE	BASE%	CURRENT%
PERFORMANCE	BASE%	CURRENT%
SCIENCE	BASE%	CURRENT%
STREETWISE	BASE%	CURRENT%
TRADE	BASE%	CURRENT%