



# FRINGEWORTHY

CHARACTER: \_\_\_\_\_

LEVEL: \_\_\_\_\_

HEMWORLD: \_\_\_\_\_ RACE: \_\_\_\_\_

OCCUPATION: \_\_\_\_\_ RANK: \_\_\_\_\_

SEX: \_\_\_\_\_ AGE: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_ HANDED: L • R • AM

EXPERIENCE: \_\_\_\_\_ NEXT LEVEL: \_\_\_\_\_

### STANDARD STATISTICS

STR	<input type="text"/>	DEX	<input type="text"/>	CRZ	<input type="text"/>
INT	<input type="text"/>	AGL	<input type="text"/>	DOD	<input type="text"/>
CON	<input type="text"/>	LCK	<input type="text"/>	THR	<input type="text"/>
WIS	<input type="text"/>	ACC	<input type="text"/>	STB	<input type="text"/>

### HIT POINTS SPECIAL

HPT	<input type="text"/>	CRY	<input type="text"/>
75%	<input type="text"/>	ADA	<input type="text"/>
50%	<input type="text"/>	ATU	<input type="text"/>
25%	<input type="text"/>	PSI	<input type="text"/>

### FEATS OF STRENGTH

PUNCH	<input type="text"/>	KICK	<input type="text"/>
LIGHT	<input type="text"/>	MEDIUM	<input type="text"/>
HEAVY	<input type="text"/>	CARRY	<input type="text"/>
LIFT	<input type="text"/>	DRAG	<input type="text"/>

### SKILL

RANK

### SKILL

RANK

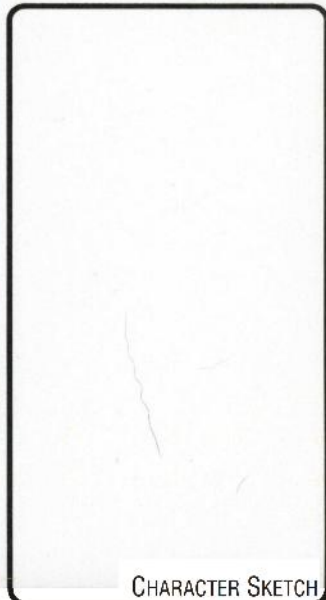
SKILL	RANK	SKILL	RANK
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### MODIFIED ACCURACY

PISTOL	<input type="text"/>	RIFLE	<input type="text"/>
SMG	<input type="text"/>	LAUNCH	<input type="text"/>
THROW	<input type="text"/>	BOW	<input type="text"/>
BLADE	<input type="text"/>	BLASTER	<input type="text"/>

### PHYSICAL COMBAT

COMBAT ARTS STYLE	<input type="text"/>
ACTIVE OFFENSE	<input type="text"/>
ACTIVE DEFENSE	<input type="text"/>
PASSIVE OFFENSE	<input type="text"/>
PASSIVE DEFENSE	<input type="text"/>
WRESTLING	<input type="text"/>



CHARACTER SKETCH