

CARBYNE JUNGLE CHARACTER SHEET

Attributes

- Physicality
- Endurance
- Finesse
- Intellect
- Awareness
- Will
- Resolve

Character Name	Player Name	Game	TIER	Hard Point
Species	Power Domain	Archetype	AP	Speed
Vision	Languages	Homeworld/Nation	Spent	Initiative

Defenses

Armor	Health	In Armor	10%	Wounds			
Defense	Stamina	Discipline	DR Total	Plating	Shielding	Regen	Dam. Tol.

Attacks

Species Attack Option

Domain Attack Option

Attack Option

Other Attacks

Offense

Weapon Name

Range	Area	Attack	Damage

Other Properties

Weapon Name

Range	Area	Attack	Damage

Other Properties

Maims

Wounds	Traumas	Dismemberments

Determination Attr + Res + Tier	Used
AWA	<input type="text"/>
END	<input type="text"/>
FIN	<input type="text"/>
INT	<input type="text"/>
PHY	<input type="text"/>
WIL	<input type="text"/>
Morale	<input type="text"/>
Grit	<input type="text"/>

Skill Bonus

- Awa - Analyze
- Awa - Notice
- Awa - Self Awareness
- End - Carrying
- End - Enduring
- End - Tolerance
- Fin - Maneuver
- Fin - Nimbleness
- Fin - Stealth
- Int - Calculate
- Int - create
- Int - Knowledge
- Phy - Break
- Phy - Manhandle
- Phy - Rush
- Will - Convince
- Will - Focus
- Will - Presence
- Martial - Battle Awareness
- Martial - Combat
- Martial - Theory of War
- Quantum - Academic
- Quantum - Applied
- Quantum - Rift Channeling
- Old Ways - Combat Magic
- Old Ways - Education
- Old Ways - Ritual Casting
- Tech - Applied Science
- Tech - Techno. Superiority
- Tech - Theoretical Science
- Res - Skill Threshold Bonus
- Res - Morale Score
- Res - Grit used

Notes

Credits

Origin

EARLY LIFE; WHERE DO YOU COME FROM?

MENTORS: WHO HELPED SHAPE WHO YOU ARE?

TRIGGERING EVENT: WHAT EVENT CHANGED YOUR LIFE?

DECISION: WHAT DID YOU DECIDE TO DO?

Portrait



Quarks

Signature Aspect (move/clothing/etc)

Favorite Piece of Gear

Greatest Dream

Darkest Fear

Mannerisms

Personality

Characteristics

Alliances

Goals

Values

Personality

Secrets

Tendencies

Equipment/Rituals

ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL
ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL
ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL
ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL	ITEM/RITUAL

