

Player Name: _____

RPG LTE – Beta Character Sheet

Character Name: _____

Race: _____

Male Female _____

Attributes:

Know
 Dex
 End
 Str
 Per
 Aura

Health:

Injuries

Severe Injuries

Status: _____

Adrenaline

Max: Current:

Skills:

Skill+ Attributes	Higher Attribute Score	+ 1 if second attribute is more than 1	Level Bonus	=	Level Progress Bar
Craft Know+Dex	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Search Know+Per	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Motivate Know+Aura	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Hold Dex+End	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Attack Dex+Str	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Dodge "Detect" Dex+Per	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Handle End+Str	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Focus End+Per	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>
Persuade Str+Aura	<input type="radio"/>	+ <input type="radio"/>	+ <input type="radio"/>	= <input type="radio"/>	<input type="checkbox"/>

Class: _____

Special Abilities: _____

Spells:

Armor (being worn)

Handling Skill _____

Armor _____ + Shield _____ = Armor Rating

Copper Silver Gold

Weapons:

Training (To-Hit) Bonus

Damage

_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>

Inventory: _____

Goal: _____

Backstory: _____
