

PLAYER

Name: _____

Class: _____ Hair, Eyes: / _____

Level: _____ Age: _____ Development Points: _____

Gender: _____ Height, Weight: / _____

Race: _____ Appearance: _____ Size: _____

EXPERIENCE

Actual: _____ Next level: _____

TURN	BASE	SP1	SP2	SP3	SP4
BASE SPEED	20	20	20	20	20
ARMOR	N/A				
AGILITY					
DEXTERITY					
WEAPON	20				
CLASS					
SPECIAL					
FINAL					

Hit Points

Multiply N°

Base

Class

Multiplies

Final HP:

ACTUAL

	BASE	ACTUAL	BONUS
AGI			
CON			
DEX			
STR			
INT			
PER			
POW			
WIL			

BEYOND FANTASY

ANIMA

ファイナル

PHYSICAL CAPACITIES

FATIGUE

Base

Special

ACTUAL

MOVEMENT

Base

Bonus

Pen.

Final

F/Round

ARMOR

Ent.	Pres.	Esp.	Ned.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FINAL

ARMOR WEAR

Base:

B. Fue:

Sp.:

FINAL:

ARMOR TYPE

Sih	Blu	Pen	Hea	Ele	Col	Ene	Localization
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FINAL

COMBAT

Attack	Parry
Base <input type="text"/>	Base <input type="text"/>
Dexterity <input type="text"/>	Dexterity <input type="text"/>
Class <input type="text"/>	Class <input type="text"/>
FINAL : <input type="text"/>	FINAL : <input type="text"/>

DODGE

Base

B. Agi

Special

Class

FINAL:

WEAPON

Attack	Parry	Base DMG	STR Bonus	Final DMG	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SP.

SPEED **HARDNESS** **BREAK** **PRESENCE** **1° CRITICAL** **2° CRITICAL**

WEAPON

Attack	Parry	Base DMG	STR Bonus	Final DMG	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SP.

SPEED **HARDNESS** **BREAK** **PRESENCE** **1° CRITICAL** **2° CRITICAL**

WEAPON

Attack	Parry	Base DMG	STR Bonus	Final DMG	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SP.

SPEED **HARDNESS** **BREAK** **PRESENCE** **1° CRITICAL** **2° CRITICAL**

WEAPON

Attack	Parry	Base DMG	STR Bonus	Final DMG	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SP.

SPEED **HARDNESS** **BREAK** **PRESENCE** **1° CRITICAL** **2° CRITICAL**

SECONDARY SKILLS

ATHLETIC

	BASE	BONUS	SP.	CLS.	FINAL
[] Acrobatics	AGI	+	+	+	=
[] Athletism	AGI	+	+	+	=
[] Ride	AGI	+	+	+	=
[] Swim	AGI	+	+	+	=
[] Climb	AGI	+	+	+	=
[] Jump	STR	+	+	+	=

VIGOUR

	BASE	BONO	ESP	CAT	FINAL
[] Coldness	WIL	+	+	+	=
[] Str. Feat	STR	+	+	+	=
[] Resist Pain	WIL	+	+	+	=

PERCEPTIVE

	BASE	BONO	ESP	CAT	FINAL
[] Awareness	PER	+	+	+	=
[] Search	PER	+	+	+	=
[] Track	PER	+	+	+	=

INTELLECTUAL

	BASE	BONO	ESP	CAT	FINAL
[] Animals	INT	+	+	+	=
[] Science	INT	+	+	+	=
[] Herbs	INT	+	+	+	=
[] History	INT	+	+	+	=
[] Medicine	INT	+	+	+	=
[] Memorize	INT	+	+	+	=
[] Navigation	INT	+	+	+	=
[] Occultism	INT	+	+	+	=
[] Appraise	INT	+	+	+	=
[] M. Sense	POW	+	+	+	=

SOCIAL

	BASE	BONO	ESP	CAT	FINAL
[] Style	POW	+	+	+	=
[] Intimidate	WIL	+	+	+	=
[] Leadership	POW	+	+	+	=
[] Persuasion	INT	+	+	+	=

SUBTERFUGE

	BASE	BONO	ESP	CAT	FINAL
[] Pick Locks	DEX	+	+	+	=
[] Disguise	DEX	+	+	+	=
[] Hide	PER	+	+	+	=
[] Pick Pocket	DEX	+	+	+	=
[] M. Silently	AGI	+	+	+	=
[] Traps	PER	+	+	+	=
[] Venoms	INT	+	+	+	=

CREATIVE

	BASE	BONO	ESP	CAT	FINAL
[] Art	DEX	+	+	+	=
[] Dance	AGI	+	+	+	=
[] Forgery	DEX	+	+	+	=
[] Music	DEX	+	+	+	=
[] Hand Tricks	DEX	+	+	+	=

SPECIAL

	CAR.	BASE	ESP	CAT	FINAL
[] _____		+	+	+	=
[] _____		+	+	+	=
[] _____		+	+	+	=
[] _____		+	+	+	=
[] _____		+	+	+	=

