



MULTIVERSE ADVENTURERS GUILD

CHARACTER SHEET

NAME: _____

SPECIES: _____ ARCHETYPE: _____

LEVEL: _____ XP: _____

COMBAT SUMMARY

You can move 30 feet each turn, even if you attack. You can take **one reaction** per round.



INITIATIVE



HP (CURRENT)

HP (MAX)



DEFENSE



RESILIENCE



EGO



ENERGY (CURRENT)

ENERGY (MAX)



MAX FORCE

ATTACK (Skill)

One skill used for both melee and ranged attacks. Talents can add +1d4 or +2d4 to damage.

ATTACK SKILL MODIFIER TOTAL



MELEE ATTACK (STR)

+

+

=



RANGED ATTACK (DEX)

+

+

=

STATS

STAT	SCORE
STRENGTH (STR)	
DEXTERITY (DEX)	
ENDURANCE (END)	
INTUITION (INT)	
EDUCATION (EDU)	
CHARISMA (CHA)	

SKILLS

You can activate 1 skill per turn.

NAME	STAT	ABILITY	MODIFIER	BUFFS	DEBUFFS	TOTAL
Athletics (Endurance)						
Influence (Charisma)						
Knowledge (Education)						
Observation (Intuition)						
Outdoors (Endurance)						
Sneak (Dexterity)						
Technology (Intuition)						
Vehicles (Dexterity)						

TALENTS

You can activate 2 talents per turn. Combat Slots: _____

TALENT	ABILITY	NOTES

ACTIVATION COST		
LEVEL	SUSTAINED COST	1-SHOT COST
1	1 Energy	1 Energy
2	4 Energy	2 Energy
3	9 Energy	4 Energy
4	16 Energy	8 Energy

WEAPONS

You can attack once each turn, or move an extra 30 feet instead.

#	WEAPON	TYPE	DAMAGE	NOTES
1				
2				
3				
4				
5				
6				

ITEMS & TRAITS

NAME	BONUS	APPLIES TO

CONTACTS

#	NAME	RELATIONSHIP / ROLE
1		
2		
3		
4		
5		
6		



FREE ACTIONS: TALK, DRAW A WEAPON, STEP 5 FEET

