

FoE pnp Character sheet V 3 Alacorn - Basic

Player								Red change when level			
Name	Species	Sex	Age	Level	Current XP	Next	Karma	Green change at character creation.			
		NA		1	0	1000	0	Orange will change automatically but you may need to make changes form perk or trait.			
SPECIAL	Total	mod	base	SPECIAL points			Skill name	Total	SP mod	Temp. Effects	Tag
STR	5	0	5	5			Barter	13	0	0	0
PER	5	0	5	Adjust the values in the Base column until you are satisfied and the value above is zero (0).			Battle Saddles	13	0	0	0
END	5	0	5				Explosives	13	0	0	0
CHA	5	0	5				Lockpick	13	0	0	0
INT	5	0	5				Magic Weapons	13	0	0	0
AGI	5	0	5				Medicine	13	0	0	0
LUK	5	0	5				Melee Weapons	13	0	0	0
							Mechanics	13	0	0	0
Crit. Success	Crit. Fail	Heal Rate	Rad Resist	Poison Resist			Science	13	0	0	0
5	96	3	8	8			Firearms	13	0	0	0
							Sneak	13	0	0	0
Magic Stats		Strain					Speech	13	0	0	0
VER	POT	Curent	Total				Survival	13	0	0	0
3	3	70	70				Unarmed	13	0	0	0
							SP available	0	SP per lvl	12.5	
HITPOINTS		AP					Chracter Weight	Max Carry	Curr. Carry	Total	Caps
current	total	Current	Total				100	150	0	100	
120	120	70	70								
Basic Movement	Sprint	RAD	Sickness	Effect			Items				
20	40	0	none	none			Name	amount	Weight	value	
							Armor/Clothes				
Body Part	D100 chart	Current HP	Total HP								
Head	1 - 10	60	60								
Torso	11 - 40	120	120								
R. Foreleg	41 - 50	60	60								
L. Foreleg	51 - 60	60	60								
R. Wing	61 - 70	60	60								
							Weapons				

FoE pnp Character sheet V 3 Alacorn - Basic

[illegible]

FoE pnp Character sheet V 3 Alacorn - Basic

FoE pnp Character sheet V 3 Alacorn - Magic

Spell	School	Description	Strain	Level	Duration
-------	--------	-------------	--------	-------	----------

FoE pnp Character sheet V 3 Alacorn - Social / BG

Color/Design	Mane color and style	Cutie mark
Physical discription and chracteristics		
Cutie Mark Story		
Background/History		