


Sweet Spot - FoE PNP Group 8 - Basics

Vital Characteristics			Player															
Name	Race	Color	Mane	Cutie Mark	Level	Curr.xp	Next level	Age	Karma									
Sweet Spot	Unicorn	Silvery White	Dark Blue	A bullseye	5	11000	15000	22 (Young Mare)	10									
<div>  </div>																		
<div> <div>Color code legend:</div> <div>Orange fields contain formulas which SHOULD NOT be edited. These will automatically calculate values based on other fields.</div> <div>Yellow fields contain formulas which COULD be replaced with static values, but I recommend simply adding adjustments to the end of the existing formula. For example, if you take 30 points of damage, instead of replacing the value in A26 with the new value, add -30 to the formula. This helps with keeping track of changes, in case something gets mixed up.</div> <div>Green fields are here simply to help you with character creation, and should be erased once initial setup is complete.</div> </div>																		
<div> <div>Description</div> <p>Sweet Spot is more of a loner and usually keeps to herself. She usually takes jobs as a caravan guard for different groups and sometimes the odd job here and there. Hardened by the wasteland, her only concern is survival and how to get by day by day. She does have a soft heart for helping others and hates it when one pony takes advantage of another. She doesn't talk much but if anyone starts a conversation, she would be more than willing to listen. She was born to a family of traders and caravaneers. She also has a short temper.</p> <p>Has a short curly mane and usually wears light clothing/barding. She wears a cowpony hat that covers her horn all the time. Her eyes are purple and she's always seen frowning or staring blankly into space.</p> </div>																		
<div> <div> <div> <div>SPECIAL</div> <div>Total</div> <div>+/-</div> <div>Base</div> </div> <div> <div>STR</div> <div>4</div> <div>1 [1]</div> <div>3</div> <div>SPECIAL points remaining</div> </div> <div> <div>PER</div> <div>8</div> <div>0</div> <div>8</div> <div>0</div> </div> <div> <div>END</div> <div>5</div> <div>0</div> <div>5</div> <div>Adjust the values in the Base column until you are satisfied and the value above is zero (0).</div> </div> <div> <div>CHA</div> <div>4</div> <div>0</div> <div>4</div> </div> <div> <div>INT</div> <div>4</div> <div>0</div> <div>4</div> </div> <div> <div>AGI</div> <div>8</div> <div>0</div> <div>8</div> </div> <div> <div>LCK</div> <div>8</div> <div>0</div> <div>8</div> </div> </div> </div>																		
<div> <div> <div>HITPOINTS</div> <div>AP</div> <div>Armor</div> <div>Leather Armor</div> </div> <div> <div>Current</div> <div>Total</div> <div>DT</div> <div>DR</div> <div>Condition</div> </div> <div> <div>135</div> <div>135</div> <div>70</div> <div>6</div> <div>Good</div> </div> </div>																		
<div> <div> <div>Head</div> <div>Torso</div> <div>R Foreleg</div> <div>L Foreleg</div> <div>R Hindleg</div> <div>L Hindleg</div> </div> <div> <div>68</div> <div>135</div> <div>68</div> <div>68</div> <div>68</div> <div>68</div> </div> </div>																		
<div> <div> <div>Weapon</div> <div>Damage (total)</div> <div>12+</div> <div>Ammunition</div> <div>5.56mm</div> </div> <div> <div>Service Rifle</div> <div>Condition</div> <div>Good</div> <div>Capacity</div> <div>7</div> <div>Range</div> <div>Medium</div> <div>Ammo Type</div> <div>5.56mm Standard Rounds</div> </div> </div>																		
<div> <div> <div>Weapon</div> <div>Damage (total)</div> <div>28+</div> <div>Ammunition</div> <div>.357 round</div> </div> <div> <div>.357 Revolver Pistol</div> <div>Condition</div> <div>Good</div> <div>Capacity</div> <div>6</div> <div>Range</div> <div>Short</div> <div>Ammo Type</div> <div>Standard Rounds</div> </div> </div>																		
<div> <div> <div>Magic</div> <div>POT</div> <div>Strain</div> <div>Curr.Strain</div> </div> <div> <div>VER</div> <div>3</div> <div>57</div> <div>57</div> </div> </div>																		
<div> <div> <div>Movement (in feet)</div> <div>Basic</div> <div>Sprint</div> </div> <div> <div>17</div> <div>34</div> </div> </div>																		
<div> <div>PERKS</div> <div> <div>Name</div> <div>Type</div> <div>Notes</div> </div> <div> <div>Trigger Discipline</div> <div>Trait</div> <div>+10% to hit shots, +5 AP cost</div> </div> <div> <div>Built to Destroy</div> <div>Trait</div> <div>+3% chance crit hit, +2% chance crit fail</div> </div> <div> <div>Gun Nut (Rank 2)</div> <div>Base</div> <div>+10 to firearms</div> </div> <div> <div>Ready to Gallop</div> <div>Base</div> <div>+2 Initiative</div> </div> </div>																		
<div> <div> <div>SKILLS</div> <div>Skill name</div> <div>Total</div> <div>+ / -</div> <div>Base %</div> <div>Tag</div> <div>Temporary Effects</div> </div> <div> <div>Barter</div> <div>12</div> <div>0</div> <div>2xCHA + LCK/2</div> <div></div> <div></div> </div> <div> <div>Battle Saddles</div> <div>14</div> <div>0</div> <div>2xEND + LCK/2</div> <div></div> <div></div> </div> <div> <div>Explosives</div> <div>20</div> <div>0</div> <div>2xPER + LCK/2</div> <div></div> <div></div> </div> <div> <div>Lockpick</div> <div>20</div> <div>0</div> <div>2xPER + LCK/2</div> <div></div> <div></div> </div> <div> <div>Magic Weapons</div> <div>20</div> <div>0</div> <div>2xPER + LCK/2</div> <div></div> <div></div> </div> <div> <div>Medicine</div> <div>12</div> <div>0</div> <div>2xINT + LCK/2</div> <div></div> <div></div> </div> <div> <div>Melee Weapons</div> <div>12</div> <div>0</div> <div>2xSTR + LCK/2</div> <div></div> <div></div> </div> <div> <div>Mechanics</div> <div>12</div> <div>0</div> <div>2xINT + LCK/2</div> <div></div> <div></div> </div> <div> <div>Science</div> <div>12</div> <div>0</div> <div>2xINT + LCK/2</div> <div></div> <div></div> </div> <div> <div>Firearms</div> <div>80</div> <div>35</div> <div>2xAGI + LCK/2</div> <div>15</div> <div>10 [2]</div> </div> <div> <div>Sneak</div> <div>50</div> <div>15</div> <div>2xAGI + LCK/2</div> <div>15</div> <div></div> </div> <div> <div>Speech</div> <div>12</div> <div>0</div> <div>2xCHA + LCK/2</div> <div></div> <div></div> </div> <div> <div>Survival</div> <div>32</div> <div>3</div> <div>2xEND + LCK/2</div> <div>15</div> <div></div> </div> <div> <div>Unarmed</div> <div>14</div> <div>0</div> <div>2xEND + LCK/2</div> <div></div> <div></div> </div> </div>																		
<div> <div> <div>Additional Effects</div> <div>Duration</div> <div>SP/level</div> <div>Rads</div> <div>Sickness</div> </div> <div> <div></div> <div></div> <div>12 [3]</div> <div>0</div> <div>None</div> </div> </div>																		
<div> <div> <div>Bottlecaps</div> <div>441</div> <div>Total SP earned</div> <div>Total SP spent</div> </div> <div> <div>48</div> <div>0</div> </div> </div>																		
<div> <div>ITEMS</div> <div> <div>Name</div> <div>Amount</div> <div>Name</div> <div>Amount</div> </div> <div> <div>Service Rifle</div> <div>1</div> <div></div> <div></div> </div> <div> <div>5.56mm Standard Rounds</div> <div>88</div> <div></div> <div></div> </div> <div> <div>Leather Armor</div> <div>1</div> <div></div> <div></div> </div> <div> <div>Healing Potion</div> <div>4</div> <div></div> <div></div> </div> <div> <div>Cowpony Hat (no stats)</div> <div>1</div> <div></div> <div></div> </div> <div> <div>Caravan Shotgun [4]</div> <div>1</div> <div></div> <div></div> </div> <div> <div>20 Gauge Shotgun Shells</div> <div>16</div> <div></div> <div></div> </div> <div> <div>Pistol Holster</div> <div>1</div> <div></div> <div></div> </div> <div> <div>.357 Revolver Pistol [5]</div> <div>1</div> <div></div> <div></div> </div> <div> <div>.357 rounds</div> <div>40</div> <div></div> <div></div> </div> </div>																		

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[illegible]

Sweet Spot - FoE PNP Group 8 - Skills

	Total	Perks	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Barter	0																														
Battle Saddles	0																														
Explosives	0																														
Lockpick	0																														
Magic Weapons	0																														
Medicine	0																														
Melee Weapons	0																														
Mechanics	0																														
Science	0																														
Firearms	0																														
Sneak	0																														
Speech	0																														
Survival	0																														
Unarmed	0																														
	Total		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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	0																														

Sweet Spot - FoE PNP Group 8 - Magic

Spell	School	Description	Strain Cost	Level	Duration
Telekinesis	General		1 per atk/10mins	Basic	
Light	General		2 per hr	Basic	
Sensory Foil (Sight)	Illusion	Duration of (Potency) turns. This spell is cast on a single target and impedes all attempts to perceive that target with the appropriate sense or senses. The target gains a bonus of (Potency * 5) to Sneak rolls against the impeded sense(s).	15	Basic	3 turns
Target	Illusion	Duration of (Potency * 15) AP. Negates 10 points of penalties to attack rolls.	8	Basic	2 mins / 45 AP

Sweet Spot - FoE PNP Group 8 - Social / BG

SOCIAL (BACKGROUND ETC.) (CONFIDENTIAL, FOR GM EYES ONLY!)

[1] +1 from Extra Special Perk

[2] Gun Nut (Rank 2) +10 Firearms

[3] If this field shows a .5, then alternate between rounding up and rounding down with each level gained.

[4] 30++++ (+ loss per yard)

[5] 25+ Damage, 25 AP to attack

Modded with Long barrel (+3 to damage)

Modded with HD Cylinder (Gives 50% chance to ignore an increment of Weapon Degradation when suffering a Critical Fail)