

<i>(Character Name)</i>	LV	<i>(Class)</i>
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Personality (Choose Traits; note each down with the Stat it modifies)

<i>(Trait 1)</i>	<i>(Trait 2)</i>	<i>(Trait 3)</i>
<i>(Stat)</i>	<i>(Stat)</i>	<i>(Stat)</i>

Stats (Distribute pluses)

MIGHT	SKILL	LUCK
REFLEX	VIGOR	SPIRIT
RESILIENCE	ARCANE	VITALITY
SENSORY	INTELLIGENCE	WILL

Abilities (Note down all three)

<i>(Ability 1)</i>	<i>(Ability 2)</i>	<i>(Ability 3)</i>
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Equipment (Note down all Defaults, then choose an Elective)

<i>(Default 1)</i>	<i>(Default 2)</i>	<i>(Default 3)</i>
<i>(Elective)</i>	<i>(other)</i>	<i>(other)</i>

Appearance

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Backstory

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Mission Log (Note down name, date, and success/failure for each)

<i>(Mission 1)</i>	<i>(Mission 2)</i>
<i>(Mission 3)</i>	<i>(Mission 4)</i>