

# LIGHT RPG WEIGHT

Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

Description \_\_\_\_\_

## Attributes (Total 15, max 5, min 1.)

STR  DAMAGE AND MOVEMENT  
Strength

INT  INITIATIVE AND DAMAGE  
Intelligence

CUN  MOVEMENT AND INITIATIVE  
Cunning

LUC  ATTACK ACCURACY  
Luck

BRA  DEFENSE  
Bravery

## Combat (Take values from Attributes and Gear.)

Power  HIGHER OF STR OR INT

Initiative  =  +   
INT CUN

Movement  =  +  -   
STR CUN ARMOR

Accuracy  =  -  -   
LUC ARMOR SHIELD

Defense  = 15 +  +   
BRA SHIELD

Damage Reduction   
ARMOR

Current Resolve (Defense minus damage)

## Skills (General skills can be anything. Specific skills have one condition. Signature skills have two conditions.)

DESCRIPTION	BONUS	CONSUMED
General _____	+1	<input type="checkbox"/>
General _____	+1	<input type="checkbox"/>
Specific _____	+3	<input type="checkbox"/>
Specific _____	+3	<input type="checkbox"/>
Signature _____	+5	<input type="checkbox"/>

## Hindrances/Boons (You will receive boons as you adventure.)

## Gear (Choose any weapons or mundane items. Armor and shields are optional, and value is from 0 to 3.)

Armor  \_\_\_\_\_ Shield  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Attacks (Refer to the Attack Types chart for features and for damage and precision values.)

<b>Attack #1</b> _____ Features _____ Precision <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE ACCURACY</small> Damage <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE POWER</small>	<b>Attack #2</b> _____ Features _____ Precision <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE ACCURACY</small> Damage <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE POWER</small>	<b>Heal #1</b> _____ Features _____ Healing <input type="text"/>
<b>Attack #3</b> _____ Features _____ Precision <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE ACCURACY</small> Damage <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE POWER</small>	<b>Attack #4</b> _____ Features _____ Precision <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE ACCURACY</small> Damage <input type="text"/> = <input type="text"/> + <input type="text"/> <small>BASE POWER</small>	<b>Heal #2</b> _____ Features _____ Healing <input type="text"/>