

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.)

Attack #1 _____ 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>	Attack #2 _____ 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>	Heal #1 _____ Features _____ Healing <input type="text"/>
Attack #3 _____ 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>	Attack #4 _____ 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>	Heal #2 _____ Features _____ Healing <input type="text"/>