

**UNAWARE ASUNDER CHARACTER SHEET**

**Player Data:**

**Name, Level:**

**Titles and Nicknames:**

**Nationality, Birthday:**

**Age, Gender, Height, Weight:**

**Size, Reach, Limbiness:**

**Focus, Initiative, Speed:**

**Languages:**

**Attacks:**

**Hand-to-hand Combat**

Punch (Str/Dex)   
 1d6+Str (x3/x4/x5)

Kick (Str/Dex)   
 1d8+Str (x2/x3/x3)

Wrestle (Str/Con)   
 1d12+Str+Size (x1/x1/x2)

Hold (Dex/Gum)   
 1d12 (x1/x1/x2)

**Melee Combat**

**Ranged Combat**

**Stat Scores and Modifiers:**

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Str	Dex	Con	Int	Wis	Cha
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
GUM	CHU	JEN			
<input type="text"/>	<input type="text"/>	<input type="text"/>			
Gum	Chu	Jen			

**Health and Renown:**

HP Total	HP Currently
<input type="text"/>	<input type="text"/>
RP Total	RP Currently
<input type="text"/>	<input type="text"/>
HP Extra, RP Extra, R-Stats, R-Limit:	
<input type="text"/>	<input type="text"/>

**Attack Values:**

**H2H Def, Melee Def, Ranged Def:**

**Attunements:**

**Renowned Deeds:**

**Conditions:**

**Skills:**

Acrobatics (Str/Dex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Athletics (Str/Con)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Leadership (Int/Cha)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fiction (Wis/Jen)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Other Sense (Jen)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tinkering (Str/Int)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Navigation (Int/Gum)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Persuasion (Cha/Chu)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
First Aid (Int)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Swimming (Str/Dex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stealth (Dex/Gum)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Perception (Wis)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sleight of Hand (Dex/Chu)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Programming (Int/Gum)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Estimation (Int/Gum)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Street Cred (Cha/Jen)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Searching (Wis/Jen)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dancing (Dex/Jen)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dodging (Dex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Climbing (Str)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Endurance (Con)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Plant Knowledge (Wis/Gum)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Animal Knowledge (Wis/Gum)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Insight (Int/Wis)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**Drive / Control:**

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**Other Skills**

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**Talents & Synchronicities:**

**Outfit/Armor:**

**Renowned Deed details:**

**Armor Details / Outfit options:**

**Vehicle Details:**

**Wealth:**

Card:

KR

Coins:

SP

Wallet, Phone:

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Weapons or Tools:

Pockets or Luggage:

Elsewhere:

**Places:**

**Friends and Contacts:**

**Animals:**

**Changes:**

**Appearance:**

**Notes:**