

Sigalia Character Sheet													
Name				Class									
Ideal				Vocation									
Player				Adventure									
Description													
Attributes (3-20)		Move Speed:		Current HP		Attacks							
		HP Levels				Main Hand			Off Hand				
STR		100%		Name			Name						
AGI		75% (-5%)		Attack			Attack						
END		50% (-10%)		Parry			Parry						
PER		30% (-15%)		Block			Block						
INT		20% (-20%)		Damage			Damage						
CHA		Armor Points (AP)			Properties			Properties					
Karma		Bleed			AP:			AP:					
Base Melee/Parry (STR+AGI)				HP:			HP:						
Base Missile (AGI+PER)				Armor				Weapon Skills					
Base Throw (STR+PER)				Name:		AP:		Name		Rank		Total	
Base Block (STR+END)				Type:		HP:							
Initiative (PER+INT)				Ammunition									
Sigilization (CHA + END)				Name		Ammo		Property					
Damage Modifier													
Active Abilities and Passives													
Status Effects													
Bleed		Each stack reduces Maximum HP by 1. Healing effects clear bleed first. Low HP numbers unaffected											
Chilled		-10 feet move speed & -10% Dodge											
Disarmed		Weapon falls to the ground and requires a move action to rearm.											
Dazed		-10% to all skills											
Exhausted		Target can only take a move or action, and an offensive or defensive reaction.											
Fear		Target uses turn to run from the source of fear.											
Prone		-10% to block, -15% to dodge vs melee, +15% vs ranged. Move action to stand.											
Rage		Target uses action to attack nearest creature, may not use sigilization.											
Root		Target can not move nor use an action to move.											
Stun		Can not take any type of action for the duration											
Skills													
Name	Base	Rank	Total	Name	Base	Rank	Total	Name	Base	Ranks	Total		
Acrobatics (STR+AGI) T				Investigate (INT+PER)				Deceive (CHA*2)					
Athletics (STR +END)				Knowledge Craft (INT*2)T				Etiquette (CHA+INT)					
Craft (See Crafting)T				Knowledge Geography (INT*2)T				Insight (CHA+PER)					
Dodge (AGI+PER)				Knowledge History (INT*2)T				Intimidate (CHA+STR)					
Drive (STR+PER)				Knowledge Medicine (INT*2)T				Mimic (CHA+PER)					
First Aid (AGI+INT)T				Knowledge Nature (INT*2) T				Negotiate (CHA+INT)T					
Fortitude (END*2)				Knowledge Policy (INT*2) T				Networking (CHA+INT)					
Ride (STR+AGI)				Knowledge Sigils (INT*2)T				Perform (CHA+???)T					
Sleight of Hand (AGI+INT)				Knowledge Supplementary (INT*2)T				Persuade (CHA*2)					
Stealth (AGI*2)				Notice (PER*2)				Items on Creature					
Survival (END+PER)T				Research (INT*2)									
Notes and Strategies				Will (INT+END)									
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