

RIVER OF HEAVEN

NAME

RACE

CULTURE

AGE

CHARACTER SKETCH

STR

CON

SIZ

INT

POW

DEX

CHA

HIT POINTS

TOTAL

CURRENT

MAJOR WOUND

ATTRIBUTES

DAMAGE MODIFIER

MOVEMENT RATE

HERO POINTS

ARMOUR

TYPE:

POINTS:

BIO ENERGY

TOTAL

CURRENT

PRACTICAL

SKILL	BASE	%
Athletics	STR+DEX	
Craft	INT+10	
Deception	INT+DEX	
Driving	INT+DEX	
Engineering	INT+10	
EVA	INT+DEX	
Influence	CHA+10	
Mechanisms	INT+DEX	
Medicine	INT+10	
Performance	CHA+10	
Perception	INT+POW	
Streetwise	CHA+POW	
Trade	INT+10	

KNOWLEDGE

SKILL	BASE	%
Computer	INT+10	
Culture (Own)	INT+10	
Language (Own)	INT+50	
Natural Sciences	INT+10	
Pilot	INT+DEX	
Religion	INT+10	
Technology	INT+10	
Culture ()	INT	
Language ()	INT	
Language ()	INT	
Science ()	INT	
Science ()	INT	

RESISTANCES

SKILL	BASE	%
Dodge	DEX+10	
Persistence	POW+10	
Resilience	CON+POW	

COMBAT

SKILL	BASE	%
Close	DEX+STR	
Ranged	DEX+INT	
Unarmed	DEX+STR	
Heavy	DEX+INT	

EQUIPMENT

WEAPONS

WEAPON	DAMAGE	PV

AUGMENTATIONS

AUG ACTIVATION SKILL (POWx3%)	<input type="text"/>
TRANSHUMAN POINTS	<input type="text"/>
AUGMENTATIONS	

BACKGROUND/NOTES