

## Soul Assault Character Sheet

Player \_\_\_\_\_  
 Character Name \_\_\_\_\_ Species \_\_\_\_\_ Exp \_\_\_\_\_ Level \_\_\_\_\_ Concept \_\_\_\_\_ Age \_\_\_\_\_  
 Sex \_\_\_\_\_ Skin \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Class \_\_\_\_\_ Subclass \_\_\_\_\_  
 HpGain \_\_\_\_\_ ApGain \_\_\_\_\_  
 StrGain \_\_\_\_\_ AgiGain \_\_\_\_\_ ConGain \_\_\_\_\_ MndGain \_\_\_\_\_ SpdGain \_\_\_\_\_  
 Strength \_\_\_\_\_ Agility \_\_\_\_\_ Constitution \_\_\_\_\_ Mind \_\_\_\_\_ Speed \_\_\_\_\_  
 Str Mod \_\_\_\_\_ Agi Mod \_\_\_\_\_ Con Mod \_\_\_\_\_ Mnd Mod \_\_\_\_\_ Spd Mod \_\_\_\_\_  
 Hp Total((HpGain\*Level)+Con) \_\_\_\_\_  
 Ap Total((ApGain\*Level)+Mnd) \_\_\_\_\_  
 Current Hp \_\_\_\_\_ Current Ap \_\_\_\_\_  
 Soul Points \_\_\_\_\_

**Defence**(Armor + Agi Mod + Misc) \_\_\_\_\_

**Attack**(Attack Stat Mod + LvlDice pool + Misc) \_\_\_\_\_

**Weapon** \_\_\_\_\_ Weapon Damage \_\_\_\_\_

Damage(Damage Stat Mod + Weapon + Misc) \_\_\_\_\_

Weapon \_\_\_\_\_ Weapon Damage \_\_\_\_\_

Damage(Damage Stat + Weapon + Misc) \_\_\_\_\_

Weapon \_\_\_\_\_ Weapon Damage \_\_\_\_\_

Damage(Damage Stat + Weapon + Misc) \_\_\_\_\_

**Armor:**

Head \_\_\_\_\_ Accessory \_\_\_\_\_ Neck \_\_\_\_\_

Ring \_\_\_\_\_ Body \_\_\_\_\_ Arms \_\_\_\_\_

Feet \_\_\_\_\_

**Abilities:**

Name: \_\_\_\_\_ Desc: \_\_\_\_\_ Cost \_\_\_\_\_ Uses: \_\_\_\_\_

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