Character Name

Player Name

SW 2.0 RPG

Race | Gender | Age | Birthplace

Ability Scores

Skill/Body/Mind			Growth		Ability	Ability Bonus
Skill	+ A	+	⚀	=	Dexterity	+
	+ B	+	⚁	=	Agility	+
Body	+ C	+	⚂	=	Strength	+
	+ D	+	⚃	=	Vitality	+
Mind	+ E	+	⚄	=	Intelligence	+
	+ F	+	⚅	=	Spirit	+

Character Appearance, Characteristics

Fortitude | HP

Willpower | MP

Fortitude = Adventurer Level + Vitality Bonus

HP = (Adventurer Level x 3) + Vitality

Willpower = Adventurer Level + Spirit Bonus

MP = (Total Wizard Class Levels x 3) + Spirit

Experience Points | Adventurer Level

Racial Abilities

Class	Level

Combat Feats
1
3
5
7
9
11
13
15

Technique/Spellsong/Stunt/Other

Language	Talk	Read
Trade Common	○	○
Regional( )		
Ancient Celestial	—	
Arcana		
Magitech		
Sylvan		—
Demonic		—
Barbaric		

Renowned Items/Schools	Pts.

Current Reputation

Total Reputation

Biography, Other Notes

Automatic Failures: □□□□□ □□□□□ Soulscars:

※Monster Knowledge = □Sage Level ( ) □Rider Level ( ) + Intelligence Bonus [ ]

※Initiative = □Scout Level( ) □Warlord Lvl( ) + Agility Bonus [ ]

Limited Move =3m | Agility[ ]= Normal Move m ×3= Full Move m

※ [Base Accuracy:] = □Fighter ( ) □Grappler ( ) □Other( ) +Dexterity Bonus[ ]

[Extra Damage:] = □Fencer ( ) □Marksman ( ) +Strength Bonus [ ]

※Treat as 0 if no levels in relevant Class

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
						*													
						*													
						*													
						*													
						*													
						*													

※ [Base Evasion:] = □Fighter ( ) □Grappler ( ) □Fencer ( ) □Other( ) + Agility Bonus [ ]

Armor	Min STR	Evasion	Defense	Notes
Armor:				
Shield:				
Other Modifiers				

Total Evasion | Total Defense

Combat Notes

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand		
Waist		
Feet		
Other		

HP

MP

Fortitude

Willpower

Money

Cash G | Deposit/Debt G

Equipment, Items, etc.

Consumables

[ ]□□□□□□ [ ]□□□□□□

[ ]□□□□□□ [ ]□□□□□□

[ ]□□□□□□ [ ]□□□□□□

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power

Power Table

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15

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Character Name

Player Name

Race | Gender | Age | Birthplace

Ability Scores

Skill	+	A	+	Growth	=	Dexterity	Ability Bonus +
	+	B	+		=	Agility	+
Body	+	C	+		=	Strength	+
	+	D	+		=	Vitality	+
Mind	+	E	+		=	Intelligence	+
	+	F	+		=	Spirit	+

Character Appearance, Characteristics

Fortitude | HP

Fortitude = Adventurer Level + Vitality Bonus

HP = (Adventurer Level x 3) + Vitality

Willpower | MP

Willpower = Adventurer Level + Spirit Bonus

MP = (Total Wizard Class Levels x 3) + Spirit

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Ancient Celestial	—	
Arcana		
Magitech		
Sylvan		—
Demonic		—
Barbaric		

Renowned Items/Schools	Pts.

Current Reputation

Total Reputation

Biography, Other Notes

Automatic Failures: ☐☐☐☐☐ ☐☐☐☐☐ Soulscars:

※Monster Knowledge [ ] = ☐Sage Level ( ) ☐Rider Level ( ) + Intelligence Bonus [ ]

※Initiative [ ] = ☐Scout Level ( ) ☐Warlord Lvl ( ) + Agility Bonus [ ]

Limited Move =3m

Normal Move [m] × 3 = Full Move [m]

Agility [ ] =

※ [Base Accuracy:] = ☐Fighter ( ) ☐Grappler ( ) ☐Other ( ) +Dexterity Bonus [ ]

[Extra Damage:] = ☐Fencer ( ) ☐Marksman ( ) +Strength Bonus [ ]

※Treat as 0 if no levels in relevant Class

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
						*													
						*													
						*													
						*													
						*													
						*													

※ [Base Evasion :] = ☐ Fighter ( ) ☐ Grappler ( ) ☐ Fencer ( ) ☐ Other ( ) + Agility Bonus [ ]

+

Armor	Min STR	Evasion	Defense	Notes
Armor:				

+ +

Shield:				

+ +

Other Modifiers		

Combat Notes

Total Evasion	Total Defense

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand		
Waist		
Feet		
Other		

HP

Fortitude

MP

Willpower

Money

Cash	Deposit/Debt
G	G

Equipment, Items, etc.

Consumables

[ ]☐☐☐☐☐☐ [ ]☐☐☐☐☐☐

[ ]☐☐☐☐☐☐ [ ]☐☐☐☐☐☐

[ ]☐☐☐☐☐☐ [ ]☐☐☐☐☐☐

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power

Power Table

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
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