tibet the role playing game

CONCEPT

Name _____ Age _____ Character Class _____

Player Name _____ Gender _____ Home Area _____

KMA Emanation _____

Attachments

_____ _____

_____ _____

_____ _____

Appearance

_____

_____

_____

Advantages

_____ _____

_____ _____

_____ _____

_____ _____

Disads

_____ _____

_____ _____

_____ _____

_____ _____

ATTRIBUTES

	Base	Current	Plusses/Minuses
AGY			
AWR			
CHM			
END			
INL			
KMA			
SPD			
STH			
WIL			
Health Attributes			
BLD			
BDY			
INCY			

SKILLS

Skill	Attribute	Type	Levels	AV
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	
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			OOOOOO	
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			OOOOOO	
			OOOOOO	
			OOOOOO	
			OOOOOO	

EQUIPMENT

_____ _____ _____

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ADVANCEMENT

Skill Costs: Combat ____ Crafts ____ Divination ____ Exorcism ____ Folk Knowledge ____ Medicine ____
Scholarship ____ Sorcery ____ Tantra ____ Travel ____ Weathermaking _____ Western Knowledge ____
Special Skill Costs _____
Unspent XP_____ Total Earned XP_____ Levels/Disciplines_____