

DAWN OF THE ESCHATION CHARACTER SHEET

NAME		AGE	GENDER	PLAYER		
STRENGTH	BODY	HIT POINTS (Body+10)	MIND POINTS (Mind+10)	DARK POINTS (Darkness)	SURVIVAL POINTS	
MIND	AGILITY	RESIST INSANITY (Mind+Chill)	SURPRISE (Chill+Agility)	REST (Body+Darkness)	CRITICAL WOUND (½ Hit Points)	INITIATIVE (Mind+Agility)
CHILL	DARKNESS					

ABILITIES <hr/> <hr/> <hr/> <hr/>
AFFLICTIONS <hr/> <hr/> <hr/> <hr/>
CRITICAL WOUNDS <hr/> <hr/> <hr/> <hr/>

<p style="text-align: center;">STRENGTH</p> <p>Move Heavy Object <input type="checkbox"/></p> <p>Block <input type="checkbox"/></p> <p>Fighting <input type="checkbox"/></p> <p style="text-align: center;">MIND</p> <p>Search <input type="checkbox"/></p> <p>Notice <input type="checkbox"/></p> <p>Medicine- t <input type="checkbox"/></p> <p>Pick Locks- t <input type="checkbox"/></p> <p>Tinkering <input type="checkbox"/></p> <p>Chemistry- t <input type="checkbox"/></p> <p>Survival <input type="checkbox"/></p> <p>Navigating <input type="checkbox"/></p> <p>Alchemy- t <input type="checkbox"/></p> <p>Prof (_____)- t <input type="checkbox"/></p> <p>Prof (_____)- t <input type="checkbox"/></p> <p style="text-align: center;">t- Trained only skills</p>	<p style="text-align: center;">CHILL</p> <p>Be Still <input type="checkbox"/></p> <p>Presence <input type="checkbox"/></p> <p>Deceive/Lie <input type="checkbox"/></p> <p>Fire Guns <input type="checkbox"/></p> <p style="text-align: center;">BODY</p> <p>Resist Poisons <input type="checkbox"/></p> <p>Maintain Exertion <input type="checkbox"/></p> <p style="text-align: center;">AGILITY</p> <p>Athletics <input type="checkbox"/></p> <p>Dodge <input type="checkbox"/></p> <p>Sneak <input type="checkbox"/></p> <p>Contortion <input type="checkbox"/></p> <p>Throw <input type="checkbox"/></p> <p style="text-align: center;">DARKNESS</p> <p>Sense Darkness- t <input type="checkbox"/></p>
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