Kinhaven
Core Character Sheet

Player Name

Character Name	*Age*	*Pronouns*
Species	*Archetype*	

Strength
+ - Mystic Modifyer

Agility
+ - Mystic Modifyer

Mind
+ - Mystic Modifyer

Defense

Evasion Level
+ - Mystic Modifyer

Worn Armor

Natural Armor

Armor Level
+ - Mystic Modifyer

Health Points

Current Health Points

Offense

Worn Armor Penalty

Natural Readiness

Readiness
+ - Mystic Modifyer

Attack Modifier
+ - Mystic Modifyer

Damage Max
+ - Mystic Modifyer

Equipment

Coins

Weapons

Weapon	*Damage*	*Range*	+

Skills

	+

Mystic Skills

ME		+

Daily ME

Current Mystic Energy

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Character Creation Worksheet

3 Custom Attribute Points

Core Attributes

Strength

Species Modifier
\+ Custom Attribute Points
= **Strength**

Agility

Species Modifier
\+ Custom Attribute Points
= **Agility**

Mind

Custom Attribute Points
= **Mind**

Seconday Attributes

Health Points (HP)

Species Modifier
\+ (Strength)
\+ 14
= **Health Points**

Evasion Level (EL)

Species Modifier
+/- Agility
\+ 10
= **Evasion Level**

Readiness

Species Modifier
\+ Mind
= **Readiness**

Damage Max

Strength
\+ 4
= **Damage Max**

Attack Modifier

Agility
= **Attack Modifier**

Skill Points

Mind
\+ 5
= **General Skill Points**

○ **Guardian** *+5 Combat Skill Points*

○ **Cloak** *+5 Cloak Skill Points*

○ **Mystic** *+5 Mystic Skill Points*

Natural Armor

Species Modifier
= **Natural Armor**

Daily Mystic Energy

10 *Only for Mystics*
\+ Mind
= **Daily ME**

Skill Level	Unskilled	Basic	Advanced	Expert	Mastery
Skill Points	0	1	2	3	4
Roll Modifier	-5	0	+2	+3	+4

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Attack Worksheet

Attack
- \+ Natural Roll
- \+ Attack Modifier
- = **Roll**

Damage
- − Target's EL
- = **Damage**

Limit
- ≤ ↑ Damage Max
- ≤ ↑ Weapon Max
- = **Damage**

Armor
- − Target's AL
- = **Actual Damage**

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