

BRUTAL CHARACTER SHEET

DESCRIPTION Name <input style="width: 100%;" type="text"/> Race Info <input style="width: 100%;" type="text"/> Notes <input style="width: 100%;" type="text"/> ABILITIES <table style="width: 100%;"> <tr> <td>Willpower <input type="radio"/></td> <td>Strength <input type="radio"/></td> </tr> <tr> <td>Intellect <input type="radio"/></td> <td>Movement <input type="radio"/></td> </tr> <tr> <td>Nature <input type="radio"/></td> <td>Coordination <input type="radio"/></td> </tr> <tr> <td>Corruption <input type="radio"/></td> <td>Combat <input type="radio"/></td> </tr> <tr> <td>Magic <input type="radio"/></td> <td>Spell Casting <input type="radio"/></td> </tr> </table>	Willpower <input type="radio"/>	Strength <input type="radio"/>	Intellect <input type="radio"/>	Movement <input type="radio"/>	Nature <input type="radio"/>	Coordination <input type="radio"/>	Corruption <input type="radio"/>	Combat <input type="radio"/>	Magic <input type="radio"/>	Spell Casting <input type="radio"/>	FIXED ATTRIBUTES Life Force <input type="radio"/> Size <input type="radio"/> Speed <input type="radio"/> Dark Vision <input type="checkbox"/> HIT POINTS Maximum = <input style="width: 50%;" type="text"/> <div style="border: 1px solid black; height: 50px; width: 100%;"></div>
Willpower <input type="radio"/>	Strength <input type="radio"/>										
Intellect <input type="radio"/>	Movement <input type="radio"/>										
Nature <input type="radio"/>	Coordination <input type="radio"/>										
Corruption <input type="radio"/>	Combat <input type="radio"/>										
Magic <input type="radio"/>	Spell Casting <input type="radio"/>										

Weapon #1	<input style="width: 100%;" type="text"/>	Armor #1	<input style="width: 100%;" type="text"/>
Attack	<input style="width: 100%;" type="text"/>	All Out	<input style="width: 100%;" type="text"/>
Defend	<input style="width: 100%;" type="text"/>	At Risk	<input style="width: 100%;" type="text"/>
Counter	<input style="width: 100%;" type="text"/>	Counter	<input style="width: 100%;" type="text"/>

Weapon #2	<input style="width: 100%;" type="text"/>	Armor #2	<input style="width: 100%;" type="text"/>
Attack	<input style="width: 100%;" type="text"/>	All Out	<input style="width: 100%;" type="text"/>
Defend	<input style="width: 100%;" type="text"/>	At Risk	<input style="width: 100%;" type="text"/>
Counter	<input style="width: 100%;" type="text"/>	Counter	<input style="width: 100%;" type="text"/>

Other Items Carried:

Special Abilities: <input style="width: 100%;" type="text"/> <input style="width: 100%;" type="text"/> <input style="width: 100%;" type="text"/>	Saved E.P. <input style="width: 100%;" type="text"/> Gold Coins <input style="width: 100%;" type="text"/> Gold Bits <input style="width: 100%;" type="text"/>
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