

# FINAL FANTASY d6

NAME \_\_\_\_\_ JOB \_\_\_\_\_

LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ PLAYER \_\_\_\_\_

## CHARACTER SHEET

QUOTE \_\_\_\_\_

<b>PWR</b> <input type="text"/> <b>RES</b> <input type="text"/> <b>DEX</b> <input type="text"/> <b>MND</b> <input type="text"/>	<b>DESTINY</b>	<input type="text"/>	<b>HP</b> <input type="text"/> / <input type="text"/> 50% 25% <b>MP</b> <input type="text"/> / <input type="text"/> 50% 25% <small>CURRENT MAX</small>	TEMP	
	<b>FORCE</b>	<input type="text"/>			
		(PWR + RES) / 4		<b>AVD</b> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> <small>TOTAL DEX/4 JOB EQUIP MISC</small>	TEMP
	<b>FINESSE</b>	<input type="text"/>			
	(DEX + MND) / 4				

<b>ARM</b> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> <b>M.ARM</b> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> <small>TOTAL ARMOR SHIELD ACCESSORY MISC</small>	TEMP/MISC	<b>SPECIAL (RESIST/IMMUNE/WEAK)</b> _____ _____ _____

WEAPON		ACCURACY	DAMAGE
TIER	ATTRIBUTE	PROPERTIES	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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ARMOR		ARM	M. ARM	PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SHIELD		ARM	M. ARM	AVD	PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ACCESSORY		PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS	MAX
Athletics	_____
Acting	_____
Awareness	_____
Escape	_____
Healing	_____
Inquiry	_____
Language	_____
Lore (_____)	_____
Lore (_____)	_____
Lore (_____)	_____
Mercantile	_____
Nature	_____
Negotiation	_____
Perform	_____
Scavenge	_____
Stealth	_____
Swimming	_____
Synthesis (_____)	_____
Synthesis (_____)	_____
Systems	_____
Thievery	_____
Vehicles	_____



NAME		COST	COLOR
TARGET	TYPE	TAGS	
		Resistable? <input type="checkbox"/>	
		Reflectable? <input type="checkbox"/>	

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