

Stat	Levels A	x5	Levels B	x5	Levels C	x5
Strength						
Dexterity						
Faith / Magic	<i>F/M</i>		<i>F/M</i>		<i>F/M</i>	
Intellect						
Resolve						
Constitution						
Charisma						
Perception						
Total	<i>/ 120</i>	<i>N/A</i>	<i>/ 112</i>	<i>N/A</i>	<i>/ 112</i>	<i>N/A</i>

(Multiply by five for "x5" section)
(Absolute Maximum for all Stats is 18, aka 90%)
(Max Total is 120, aka 8 x 15)

Levels 2 and 3 are for Omnibody builds:
(Absolute Maximum for all Stats is 18, aka 90%)
(Max Total is 112, aka 8 x 14)
Bodyswitch only has 3 uses per day. (Keep in mind a 4+ hour sleep will reset Ability uses)

Magic Recommended for DPS and Mage Builds, for example:
(Witch, Assassin, Wizard, Duelist, Dark Knight, Gunner, Archer, Samurai, etc.)
Faith Recommended for Tank and Holy Builds, for example:
(Monk, Shaman, Priest, Templar, Paladin, Warrior, Knight, Demon Hunter, etc.)

HP Total	HP Current

(HP Total = Highest Constitution Stat x 2)
 Armor: _____

INVENTORY:

ABILITIES A:

(Abilities A are the abilities you can perform with Levels A)

ABILITIES B:

(Abilities B are the abilities you can perform with Levels B)

ABILITIES C:

(Abilities C are the abilities you can perform with Levels C)

~ Zotowa ~ Character Name: _____

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SKILL:	LEVEL:	DESCRIPTION:
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Note:

Skill level x 20 = roll chance (e.g. level 1 = 20%, 2 = 40%, 3 = 60%, 4 = 80%)

You can have more than 30 skills if you wish; you just need to print another sheet.

Skills are mostly non-combat abilities hence why they are leveled and listed separately.

Skills also don't typically have a Use per Day limit like Combat/Magic Abilities do.

Lastly the most important rule:

Have Fun!