

ENTROPIC GAMING SYSTEM

PORTRAIT

player character
 concept culture
 homeland background
 family language
 age height weight gender misc.

ABILITIES

charisma	dexterity	intelligence	perception	psyche	spirit	strength	charisma
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ATTRIBUTES

defense	initiative	speed	experience points	xp spent	rank
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SKILLS

QUALITIES

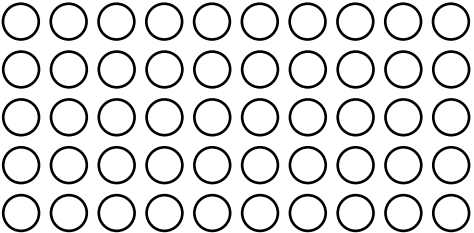
TRACKERS

HEALTH TRACK

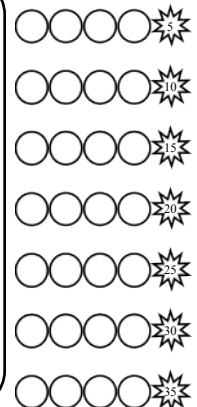
HERO POINTS

CONDITIONS

AMMO

	<div style="border: 1px solid black; padding: 2px; width: 50px; margin: 0 auto;">maximum</div> <div style="margin: 2px 0;">Wounded</div> <div style="margin: 2px 0;">Injured</div>
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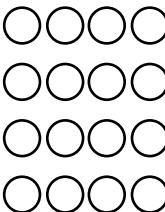
starting
stockpiled
rewarded

	
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COMBAT ACTION TRACKER

ARMOR TRACK

1	2	3	Bonus
notes			



FATIGUE

tired -2	drained -4	exhausted -6	unconscious
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