Strength		Intelligence	
Mobility		Charisma	
Toughness		Wisdom	
Dexterity		Focus	

HP:	EP:
Base + Bonus + Toughness * 2	Base + Bonus + Toughness OR Wisdom
Perception Passive:	**Perception Active:**
Base + Bonus	Perception passive + Focus

Perfection:	Max:	Available:	Resolve:	Max:	Available:

Progression	Successes:	Failures:	Earned:	At Creation:
Attribute Points:				
Trait Points:				
Skill Points				
Flex Points				

Important Chances	Required Attributes + Bonus

Character Information	
Race:	
Age:	
Size:	
Weight:	

Traits	Rank	Effect