

Name:	<u>Gender</u>	<h1 style="margin:0;">ANIVENTURE</h1> <i>Shimaihen Character Sheet</i>
Player:	Male/Female/Mixed	
Game:	Group:	

TALENTS				<i>Anime Class</i>		Talent Bonuses				
Technique	Base	Current	Check ✓	Can Boost?*	Actual	Category	Bonuses & CP Given			
	<i>Acumen</i>			<input type="checkbox"/>	<input type="checkbox"/>					
<i>Mien</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Accuracy</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Logic</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Style</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Evasion</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Empathy</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Glamour</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Fortitude</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Prowess</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Health</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Recovery</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Cunning</i>			<input type="checkbox"/>	<input type="checkbox"/>						
<i>Acuity</i>			<input type="checkbox"/>	<input type="checkbox"/>						

QUALITIES		<i>Unassigned OP:</i>			
	GLORY	DREAD	LOVE	REPUTE	
<i>Value:</i>					
<i>Level:</i>					
<i>Given Title:</i>					
<i>Given Bonus: (PP & Talents)</i>					

DICE POOLS				
<i>ATTACK</i>	<i>SHOOT</i>	<i>PARRY</i>	<i>DODGE</i>	<i>INCANTATION</i>
Base: <small>(Class+ 1 for each 15 Technique)</small>	Base: <small>(Class+ 1 for each 15 Accuracy)</small>	Base: <small>(Class+ 1 for each 15 Fortitude)</small>	Base: <small>(Class+ 1 for each 15 Evasion)</small>	Base: <small>(Class + 1 for each 15 Empathy)</small>
Bonuses	Bonuses	Bonuses	Bonuses	Bonuses
<i>PERCEPTION</i>	<i>DECEPTION</i>	<i>RESOLVE</i>	<i>CHARM</i>	<i>CLASH</i>
Base: <small>(2 + 1 for each 15 of: (Acuity + Logic)/2)</small>	Base: <small>(2 + 1 for each 15 of: (Cunning+ Evasion)/2)</small>	Base: <small>(2 + 1 for each 15 of: (Mien +Fortitude)/2)</small>	Base: <small>(2 + 1 for each 15 of: (Style +Glamour)/2)</small>	Base: <small>(2 + 1 for each 15: (Prowess +Acuity)/2)</small>
Bonuses	Bonuses	Bonuses	Bonuses	Bonuses

ENDURANCE	STATUS	CHIKARA
MAX Max = Health + (Bonuses) CURRENT TEMPORARY & BONUS <small>E.g. Fanservice</small>	INJURY THRESHOLD <input type="checkbox"/> <small>= 1/2 Endurance (tick box if hurt)</small> Effects, Buffs & Overdrive Injuries Damage Reductions (I vs. /All for each 25 Health, Armour, Magical Abilities etc.)	MAX Max = Mien + (Bonuses) CURRENT TEMPORARY & BONUS <small>E.g. Symbiotic Power</small>

*= Upon levelling a related Quality, you can apply your talent bonus here if ticked.

ANIVENTURE

Shimaihen Character Sheet

Name: _____

Player: _____

IMAGE

MISCELLANY

Favoured Disciplines:

(From Class or Package ~ It costs less PP to purchase its Powers)

Fan-Loyalty:

(Gained for being a good player: use to affect game reality in your favour!)

IQ:

(Logic x5)

Lift:

Kg.
(Prowess)

Jump:

M.
(Prowess /10)

Hold-Breath:

Min.
(Health /10)

Base Melee) Damage)

(+1 per 10 Prowess)

Base Ranged) Damage)

(+1 per 10 Acumen)

Base Magic) Damage)

(+1 per 10 Cunning)

Speed Factor)

D10 + (No. of Clash dice x2)

DMG Workspace = Pair + Base + Weapon

Items / Artefacts / Objects of Power

Free Powers / Minions / Misc. Notes

Available PP:

POWERS

Name	Pool/Roll/Cost	Discipline	Notes/Damage/Effects	PP
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
Super	10 Fan-Loyalty / 20 Quality Points	N/A		