

CHARACTER NAME

CLASS / BUILD / PATH

RACE / ORIGIN

POWER SYSTEM

LEVEL / REALM: START

→ CURRENT

STAT BLOCK

name your own stats — STR, Qi, Mana, Luck...

STAT	BASE	NOW	SOFT CAP?
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SKILLS & ABILITIES

SKILL	RANK / TIER	GOT CH.	EVOLVES INTO
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TITLES, PERKS & BLESSINGS (and what each actually does)

ITEMS & ARTIFACTS

ITEM	GRADE / RARITY	GOT CH.	BOUND?	QUIRKS / DRAWBACKS
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CHARACTER

CH.

LEVEL / REALM

BREAK-THROUGH

GAINS (skills · items · titles · stat jumps)

PRICE PAID (injuries · debts · enemies made)

POWER SCALING ANCHORS

CAN NOW DEFEAT

STILL OUTMATCHED BY

PLANTED, NOT YET FIRED

foreshadowed powers, sealed items, locked skill slots

WHATPLANTED CH.FIRES CH.

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