

Construct Name: _____ Shape/Form: _____ Height: _____ Weight: _____

score	bonus
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Mental Strength:	<input type="text"/>	<input type="text"/>
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Intellect:	<input type="text"/>	<input type="text"/>
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Quickness:	<input type="text"/>	<input type="text"/>
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Coordination:	<input type="text"/>	<input type="text"/>
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Health:	<input type="text"/>	<input type="text"/>
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Physical Strength:	<input type="text"/>	<input type="text"/>
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Luck:	<input type="text"/>
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PR:	<input type="text"/>
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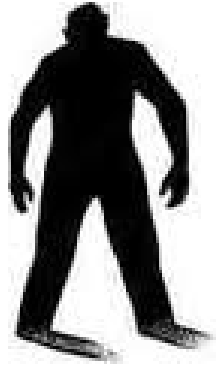
DR:	<input type="text"/>
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PR depends on size and type

Carry Max/Current:	/
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Construct Material(s):	<input type="text"/>
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Construct Color(s):	<input type="text"/>
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Initiative:	<input type="text"/>
Offensive: +1 Defensive: -2	

Body Part	Hit Location (2d6)	Base DP	Current DP

Offensive Actions

To Hit Foe

Damage to Foe

Defensive Actions

Dodge / Avoid

Attack:	Bonus To Hit	CO bonus	Other bonus	Total To Hit
Defensive Attitude:	- 2			
Offensive Attitude:	+ 1			

Action bonus	PS bonus	Other bonus	Total DP
-			
+ 1			

Following:	Base	CO bonus	Other bonus	Total Dodge
Defensive Attitude:	+ 1			
Offensive Attitude:	- 2			

Abilities / Other

MP:	Base	Current
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Training / Specialization Area	Explanation or Details of Ability

Items / Gear Carried

Item	Found?	Item	Found?

Material Composition / Armor

Material Composition / Armor	DP

Special Construct Notes

Luck: Most constructs should have a Luck Score of 0 (unless magically imbued).
 Offensive/Defensive: Most constructs are created with only one primary action.
 MP: A construct will have MP only if created to use magic as a weapon or defense.