

WATERWORLD RPG

Name: _____ Age: ____ Height: _____ Weight: _____

HP	Defense	Tag	Sucker	Attack	Run	Swim
				+		

Strength	Melee (heavy)		Memory	Old World	
	Grapple			Nature	
	Haul			Culture	
	Smash			Science	
Agility	Dodge		Intelligence	Heal	
	Run			Tinker	
	Swim			Navigate	
	Climb			Common Sense	
Finesse	Melee (light)		Perception	Shoot	
	Stealth			Notice	
	Fiddle			Initiative	
	Lines			Read Person	
Health	Heart		Charm	Mislead	
	Lungs			Negotiate	
	Guts			Amuse	
	Brain			Intimidate	

Special Abilities	Inventory (personal)
	Inventory (Communal)