

FINAL FANTASY VIII D20 ROLEPLAYING GAME

CHARACTER NAME

PLAYER NAME

RACE PROFESSION

LEVEL CURRENT XP

GIL

MAIN WEAPON

WEAPON DAMAGE DAMAGE TYPE

WEAPON NOTES

SECONDARY WEAPON

WEAPON DAMAGE DAMAGE TYPE

WEAPON NOTES

EQUIPMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

DEFENCE

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

PROFICIENCY BONUS

MAX CURRENT MAGIC AFFINITY

- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

PASSIVE WISDOM (PERCEPTION)

- Acrobatics (Dex)
 - Animal Handling (Dex)
 - Athletics (Str)
 - Computer Use (Int)
 - Deception (Cha)
 - History (Int)
 - Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Mechanics (Int)
 - Medicine (Wis)
 - Melee Strike (Str)
 - Nature (Int)
 - Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - Ranged Strike (Dex)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - Survival (Wis)
 - Vehicle Handling (Dex)
- SKILLS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

OTHER PROFICIENCIES

FINAL FANTASY VIII D20 ROLEPLAYING GAME

AGE

WEIGHT

HEIGHT

EYE COLOUR

HAIR COLOUR

SKIN COLOUR

GENDER

PARA-MAGIC

LOW-LEVEL

SPELL SAVE DC

MID-LEVEL

SPELL ATTACK BONUS

HIGH-LEVEL

CHARACTER APPEARANCE

ALLIES AND ORGANISATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

FINAL FANTASY VIII D20 ROLEPLAYING GAME

GF NAME

LEVEL CURRENT XP

SPECIAL ATTACK

DAMAGE

EFFECT

STRENGTH

CONSTITUTION

INTELLIGENCE

HIT POINT MAXIMUM

CURRENT HIT POINTS

ABILITY NAME	AP TO LEARN
<input type="radio"/> Ammo-RF	___/6
<input type="radio"/> F Mag-RF	___/6
<input type="radio"/> Forbid Mag-RF	___/24
<input type="radio"/> Forbid Med-RF	___/24
<input type="radio"/> GF ABL Med-RF	___/6
<input type="radio"/> GF Recov Med-RF	___/6
<input type="radio"/> High Mag-RF	___/12
<input type="radio"/> I Mag-RF	___/6
<input type="radio"/> L Mag-RF	___/6
<input type="radio"/> Mid Mag-RF	___/12
<input type="radio"/> Recov Med-RF	___/6
<input type="radio"/> ST Mag-RF	___/6
<input type="radio"/> ST Med-RF	___/6
<input type="radio"/> Supt Mag-RF	___/6
<input type="radio"/> T Mag-RF	___/6
<input type="radio"/> Time Mag-RF	___/6

REFINE ABILITIES

NOTES

ABILITY NAME	AP TO LEARN
<input type="radio"/> Abilityx3	___/40
<input type="radio"/> Abilityx4	___/45
<input type="radio"/> Absorb	___/16
<input type="radio"/> Alert	___/50
<input type="radio"/> Boost	___/2
<input type="radio"/> Cast Magic	-----
<input type="radio"/> CHA+1	___/12
<input type="radio"/> CHA+2	___/24
<input type="radio"/> CHA-J	___/10
<input type="radio"/> CON+1	___/12
<input type="radio"/> CON+2	___/24
<input type="radio"/> CON-J	___/10
<input type="radio"/> Counter	___/40
<input type="radio"/> Cover	___/20
<input type="radio"/> Darkside	___/20
<input type="radio"/> Defend	___/20
<input type="radio"/> Detect Hidden Draw Points	___/8
<input type="radio"/> DEX+1	___/12
<input type="radio"/> DEX+2	___/24
<input type="radio"/> DEX-J	___/10
<input type="radio"/> Doom	___/12
<input type="radio"/> Draw Magic	-----
<input type="radio"/> Elem-Atk-J	___/32
<input type="radio"/> Elem-Def-J	___/32
<input type="radio"/> Elem-Def-Jx2	___/34
<input type="radio"/> Elem-Def-Jx3	___/36
<input type="radio"/> Expendx2-1	___/50
<input type="radio"/> Expendx3-1	___/50
<input type="radio"/> GFHP+5	___/8
<input type="radio"/> GFHP+10	___/14
<input type="radio"/> GFHP+20	___/28
<input type="radio"/> HP+5	___/12
<input type="radio"/> HP+10	___/24
<input type="radio"/> HP+20	___/48
<input type="radio"/> HP-J	___/15
<input type="radio"/> Initiative	___/32
<input type="radio"/> INT+1	___/12
<input type="radio"/> INT+2	___/24
<input type="radio"/> INT-J	___/10
<input type="radio"/> Kamikaze	___/20
<input type="radio"/> Mad Rush	___/12
<input type="radio"/> Mug	___/40
<input type="radio"/> Recover	___/40
<input type="radio"/> Return Damage	-----
<input type="radio"/> Revive	___/40
<input type="radio"/> ST-Atk-J	___/32
<input type="radio"/> ST-Def-J	___/32
<input type="radio"/> ST-Def-Jx2	___/34
<input type="radio"/> ST-Def-Jx3	___/36
<input type="radio"/> STR+1	___/12
<input type="radio"/> STR+2	___/24
<input type="radio"/> STR-J	___/10
<input type="radio"/> SumMag+5	___/8
<input type="radio"/> SumMag+10	___/14
<input type="radio"/> SumMag+20	___/28
<input type="radio"/> Summon GF	-----
<input type="radio"/> Treatment	___/20
<input type="radio"/> WIS+1	___/12
<input type="radio"/> WIS+2	___/24
<input type="radio"/> WIS-J	___/10

GF ABILITIES