

# GI JOE

ROLE PLAYING GAME

Level	Origin	Role	Focus
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Real Name

Sex

Age

Birth Place

Nationality

Languages

Strength	Speed	Smarts	Social
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Toughness <input type="text"/>	Evasion <input type="text"/>	Willpower <input type="text"/>	Cleverness <input type="text"/>
IO+ <input type="text"/> + <input type="text"/> + <input type="text"/>	IO+ <input type="text"/> + <input type="text"/> + <input type="text"/>	IO+ <input type="text"/> + <input type="text"/> + <input type="text"/>	IO+ <input type="text"/> + <input type="text"/> + <input type="text"/>
<small>ESSENCE PERKS BONUS</small>	<small>ESSENCE PERKS BONUS</small>	<small>ESSENCE PERKS BONUS</small>	<small>ESSENCE PERKS BONUS</small>

Athletics <input type="text"/> d#	Acrobatics <input type="text"/> d#	Alertness <input type="text"/> d#	Animal Handling <input type="text"/> d#
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>

### Influences

### Archetype

### Movement

Ground

Swim

Fly

### Portrait

Brawn <input type="text"/> d#	Driving <input type="text"/> d#	Culture <input type="text"/> d#	Deception <input type="text"/> d#
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>

Conditioning <input type="text"/> d#	Finesse <input type="text"/> d#	Science <input type="text"/> d#	Performance <input type="text"/> d#
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>

Intimidation <input type="text"/> d#	Infiltration <input type="text"/> d#	Survival <input type="text"/> d#	Persuasion <input type="text"/> d#
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>

Might <input type="text"/> d#	Initiative <input type="text"/> d#	Technology <input type="text"/> d#	Streetwise <input type="text"/> d#
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>
Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>	Specialization <input type="text"/>

Targeting <input type="text"/> d#	<input type="text"/>
<input type="text"/>	
Specialization <input type="text"/>	
Specialization <input type="text"/>	



Code Name

### Armor

Name	Classification	Upgrades	Effect	Traits

Maximum

Health

Damage




Conditions

### Weapons

Weapon	Range	Hands	Traits	Attack	Effects	Alt Effects	Upgrades
Unarmed	reach	0	Blunt, Martial Arts, Silent		1 Stun	1 Blunt Damage ↓ maneuver ↓	

### Gear

### Notes

### Perks

Code Name