

Hit Points Physical <input type="text"/> Mental <input type="text"/>		Name: <input type="text"/> Purpose <input type="text"/>		 Game of You	
Characteristics <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		Resilience <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		Level <input type="text"/> XP <input type="text"/> Next level <input type="text"/>	
<p>In D&D, when you 'Level up' you get bonuses to apply to your characteristics and proficiency bonuses to apply to your skills. In the Game of You, it works the opposite way round. Add (or decrease) values for your characteristics, skills, allies and equipment, and your XP and Level will reflect those improvements. If you have the 'Quests' sheet, you can also gain XP from that (including failure, which is a great teacher)</p>					
Existing Skills		Instructions		Skills needed	
People skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		All of the yellow boxes in this can have a value of between 0 and 20, where 0 is 'none at all' and 20 is 'perfect' (to accurately measure progress of your character 20 actually means 'perfect' in the context of the purpose) For example, putting 0 in a skill indicates you probably don't even know that skill exists, whereas a 20 indicates the highest level of skill needed in this context. Hit points should be considered 'absolute' though. They represent your health, so are not contextual. 20 means you are in best shape possible.		People skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	
Cognitive skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>		To create your character, enter your Name and Purpose (a description of aspiration, or a long term development goal) e.g. "Globally recognised speaker on Organisational Learning". Then enter your most relevant 'Characteristics'. These differ from skills as they are a 'a part of you' rather than something you do. They might be values, or talents, for example, 'Honesty' or 'Creativity'. Assign each a value between 0 and 20. You only have space for six, so make sure they are relevant to your purpose		Cognitive skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	
Professional skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>				Professional skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	
Communication skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>				Communication skills <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	

