

Current Archetype/Stats	[1]			BANKED TPE:		<-- Enter Banked TPE here if applicable			
Attribute	Base	Current	TPE Used						
Strength			0			Enter your base and current stats, then the TPE fields will fill in automatically			
Agility			0						
Arm			0						
Intelligence			0						
Throw Accuracy			0						
Tackling			0						
Speed			0						
Hands			0						
Pass Block			0						
Run Block			0						
Endurance			0						
Kick Power			0						
Kick Accuracy			0						
		Total TPE:	0						
		Redistributed TPE allowed:	0						
New Archetype/Stats	[2]								
Attribute	Base	New	TPE Used	TPE to redistribute	Max	Start by entering in base and new stats the exact same as each other to see all of your TPE to redistribute in each stat			
Strength			0	0		Then modify new statistic to what you would like and the TPE fields will fill themselves in			
Agility			0	0					
Arm			0	0		Positive numbers indicate how much TPE you can redistribute from a certain attribute			
Intelligence			0	0		Negative numbers indicate how much additional TPE has been redistributed from other attributes			
Throw Accuracy			0	0					
Tackling			0	0		Make sure to take note of the MAX stats for your archetype so you don't go over that			
Speed			0	0					
Hands			0	0					
Pass Block			0	0					
Run Block			0	0					
Endurance			0	0					
Kick Power			0	0					
Kick Accuracy			0	0					
		Totals:	0	0		Make sure not to go over your total TPE		*value in Column E will be negative if using banked TPE	
		TPE Redistributed:		0		This field will be green if you have redistributed without going over the limit			

[1] Enter current Pos/Arch/Height/Weight here if you want

[2] Enter new Pos/Arch/Height/Weight here