

Spiritsworn Character Sheet

Health 20	Name: _____ Origin: _____ Archetype(s): _____ Lineage: _____	Corruption 20
Move Speed 30	Size & Description: _____ _____ _____	Tier of Play 5

Attributes:

Build	Speed	Mind	Presence	Stamina	Spirit	Luck
()	()	()	()	()	()	()

Combat Skills:

Melee Unarmed	Melee Weapon	Ranged Weapon	Melee Magic	Ranged Magic
()	()	()	()	()
Weapons Trait Range Feature _____ _____ _____ _____ _____ _____ _____				Conditions: Block 10 (Shield)
Armor/Shield	Bonus	Feature	Durability	When Attacked: Block 10 + Half Build Experience Die Counter Contested Melee Rolls Dodge Speed Roll vs Combat Skill Roll
_____	_____	_____	____ / ____	
_____	_____	_____	____ / ____	
Concoctions	Amount	Effect		
_____	_____	_____		
_____	_____	_____		
_____	_____	_____		

Skills:

Misc. Feature Uses:

Practical: Craft () Medicine () Mount/Vehicle () Sneak () Steady Hands () () () Skill Notes: _____ _____ _____ _____ _____	Intellectual: Fauna () Flora () Geography () History () Religion () () Gold: _____ Silver: _____ Gems: _____ _____ _____ _____ _____ _____	Sensory: Awareness () Inspect () Scout () Sense Magic () Sense Spirits () () Languages: _____ _____ _____ _____ _____	Social: Deceive () Detect Motive () Intimidate () Perform () Persuade () () Sworn: ○ ○ ○ _____ _____ _____ _____ _____	_____ _____ _____ _____ _____ _____ _____ _____ _____ _____ ○ ○ ○ ○ ○ ○ ○
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Martial Techniques Known = Experience Die [MIND]

Martial Technique Uses = Experience Die + Tier of Play [STAMINA]

[illegible]

Magical Powers Known = Experience Die [PRESENCE]

Magical Power Uses = Experience Die + Tier of Play [SPIRIT]

[illegible]

