Spiritsworn Character Sheet

<u>Health</u>	Name: Origin: Archetype(s):					Corruption			
Move Speed	Size & Description	on:						Tier of Play	
<u>Attributes:</u>							•		
Build	Speed (Mind (P:	resence	Stamina ()	Spir	rit)	Luck	
Combat Skills:		1	I					l	
Melee Unarmed Melee Weapon		Ranged Weapon Melee Magic () ()		Ranged Magic					
<u>Weapons</u>	<u>Trait</u>	Range Fea	<u>iture</u>					Conditions:	
							10	Block (Shield)	
Armor/Shield Concoctions	Amour						Exper Coun Melee Dodg	en Attacked: 10 + Half Build ience Die ter Contested Rolls Speed Roll vs at Skill Roll	
Skills:	<u> </u>		_				Misc.	Feature Uses:	
Practical Craft () Medicine () Mount/Vehicle () Sneak () Steady Hands () () () Steady Hands	Fauna (Flora ()) y))))	Sen Awarenes (Inspect (Scout (Sense Ma (Sense Sp. (Languas)) ngic) irits)	Socia Deceive () Detect Motiv () Intimidate () Perform () Persuade () Sworn: O	<i>j</i> e		O O O O	

<u>#</u>	Inventory:	Archetypes Features: Core:	
		1	
Spec	<u>ialization Features:</u>		
<u>Origi</u>	<u> 1 & Lineage Features:</u>	Attribute:	+ 1 Point

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

Martial Techniques:				Known:	<u>Uses:</u>		
COST	NAME	AAA	RANGE	NOTES			
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COST	NAME	AAA	RANGE	NOTES			

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

Mag	Magical Powers:			Known:	<u>Uses:</u>		
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Name:	Family:
Birthdate & Age:	
Origin & Lineage:	
Birthplace:	
Hometown:	Friends:
Description:	
Personality Traits:	
	Notable Figures:
Hobbies:	
¥ 11	
Likes:	
Dislikes:	
Fears:	Occupation:
Minor Goals:	Major Goals:
Story Up To This Point:	1