

SPRITE WORLD

CHARACTER SHEET

PLAYER: _____

NARRATOR: _____

CHARACTER: _____

GAME NAME: _____

HEIGHT: _____ GENDER: _____

WEIGHT: _____ FALLING RATE: _____

HAIR: _____ AGE: _____

HANDS: _____ EYES: _____

BG CARD: _____

HP	MP
MAX: _____	MAX: _____

DELAY
ACTIVE: _____
REACTIVE: _____
SPEED: _____

ENCUMBRANCE
LIFT: _____
MAX LOAD: _____
LOAD: _____

STATS	
STRENGTH: _____	REASON: _____
ENDURANCE: _____	KNOWLEDGE: _____
CONSTITUTION: _____	RESOLVE: _____
REFLEXES: _____	INSIGHT: _____
COORDINATION: _____	PERSONALITY: _____
MANIPULATION: _____	LUCK: _____
LOOKS: _____	

PASSIVE DODGE: _____	PERCEPTION: _____
ACTIVE DODGE: _____	INITIATIVE: _____

BACKGROUNDS	WEAKNESSES

ARMOR
RATING: _____
ABILITIES: _____
TOTAL: _____

EXP	CARDS
TOTAL: _____	

TACTICAL SKILL	ROLL	MODIFIER	TOTAL
CLOSE COMBAT			
RANGED COMBAT			

WEAPON	ROLL	DAMAGE	ROF

SPRITE POWERS			

SPECIAL ABILITIES	POWER UPS

STATUS EFFECTS

PASSIVE DODGE: LUC+5 · ACTIVE DODGE: HDL(REF)+COO · PERCEPTION: HDL(LUC)+INS
INITIATIVE: HDL(REF)+REA · DELAY (ACTIVE) 10-1((REF+LEA)/4) · DELAY (REACTIVE) ACTIVE/2
SPEED ((STR+REF+COO)/3)+HEIGHTx2 · LEFT: (STR) · MAX LOAD: ((STR+END)/2)

NOTES

INVENTORY

SPELLS

SKILL	STAT	RTG	ROLL	SKILL	STAT	RTG	ROLL