

# REBIRTH CHARACTER SHEET

Character Name \_\_\_\_\_ Player \_\_\_\_\_ Nation \_\_\_\_\_

Weight \_\_\_\_\_ Profession Levels \_\_\_\_\_ Movement \_\_\_\_\_

Height \_\_\_\_\_ Primary Attribute Tree \_\_\_\_\_ Secondary \_\_\_\_\_

BODY	Strength (Force):	Dexterity (Intuition):	Constitution (Endurance):
MIND	Will (Force):	Wit (Intuition):	Wisdom (Endurance):
SPIRIT	Charisma (Force):	Attunement (Intuition):	Tenacity (Endurance):

Forceful Save		Health:	Threshold (33%):
Intuitive Save		Defensive Score:	Threshold (66%):
Enduring Save		Damage Resistance:	Events:

## EQUIPPED WEAPON

Weapon Name:
Damage Type:
Attack Score:
Damage:
Weapon Health:
Notes:

## EQUIPPED WEAPON

Weapon Name:
Damage Type:
Attack Score:
Damage:
Weapon Health:
Notes:

## EQUIPPED ARMOR

Head:	Health:	Defense:	DR:
Shoulders:	Health:	Defense:	DR:
Chest:	Health:	Defense:	DR:
Hands:	Health:	Defense:	DR:
Legs:	Health:	Defense:	DR:
Feet:	Health:	Defense:	DR:
Shield:	Health:	Defense:	DR:
Accessories:			

## BODY SKILLS

Swim (Str):
Grapple (Str):
Climb (Str):
Balance (Dex):
Sleight of Hand (Dex):
Conceal (Dex):
Acrobatics (Dex):
Ride (Con):
Endure (Con):
Intimidate (Con):

## MIND SKILLS

Concentration (Will):
Artificer (Will):
Crafting (Will):
Smithing (Will):
Forgery (Wit):
Engineering (Wit):
Appraise (Wit):
Knowledge (Wisdom):
Medicine (Wisdom):
Chemistry (Wisdom):

## SPIRIT SKILLS

Persuasion (Cha):
Disguise (Cha):
Perform (Cha):
Impersonate (Cha):
Detection (Att):
Composure (Att):
Observation (Att):
Leadership (Ten):
Rally (Ten):
Entropy (Ten):

