Character Sheet

- **Player:**
- **Name:** [Your Character Name]
- **Character Type:** [Power, Speed, or Magic]
- Spectrum status:

Core Stat Pools

Stat	Base Value	Current Value	Notes
Vigor	[1–5]	[Editable]	Melee damage, fortitude checks
Stamina	[1–5]	[Editable]	Movement, dodging, ranged range
Mana	[1–5]	[Editable]	Spellcasting, AoE, perception
Hope	[1–5]	[Editable]	Critical boosts, fate manipulation

Total Allocation: 3 Points (Chosen Character type doubles its corresponding stat.)

Health and Pools

Aspect	Base Value	Current Value	Negative Stack	Notes
Health Pool	20	[Editable]	[Editable]	Increases with level and Spectrums
Armor Pool	5 × Armor Level	[Editable]		Tracks damage absorption via armor
Weapon Durability	20	[Editable]	[Editable]	Optional rule for durability
Clash Pool	0	[Editable]	Multiplier stack: [Editable]	Tracks cumulative damage in clashes

Equipment *(Dynamic Tracking)*

- **Weapon:**
    - **Type:** [Melee, Ranged, Magic]
    - **Level:** [1-5]
    - Augment:

Stat	Base Value	Current Value
Power	1	[Editable]
Speed	1	[Editable]
Magic	1	[Editable]

Skills/Spells: *Level*

Slot #	Skill/Spell Name	Level	Effect/Notes
1	[Skill/Spell Name]	1	[Description]
2	[Unlock at higher level]	-	
3	[Unlock at higher level]	-	
4	[Unlock at higher level]	-	
5	[Unlock at higher level]	-	

Abilities: *Level*

Slot #	Ability Name	Level	Effect/Notes
1	[Ability Name]	1	[Description]
2	[Unlock at higher level]	-	
3	[Unlock at higher level]	-	
4	[Unlock at higher level]	-	
5	[Unlock at higher level]	-	

Augmentations: *Level*

Slot #	Augmentation Name	Level	Effect/Notes
1	[Augmentation Name]	1	[Description]
2	[Unlock at higher level]	-	
3	[Unlock at higher level]	-	
4	[Unlock at higher level]	-	
5	[Unlock at higher level]	-	

Proficiencies: *Level*

Slot #	Proficiency Name	Level	Effect/Notes
1	[Proficiency]	1	[Description]
2	[Unlock at higher level]	-	
3	[Unlock at higher level]	-	
4	[Unlock at higher level]	-	
5	[Unlock at higher level]	-	

Items *(Slots Only, No Category Level or Slot Levels.)*

Slot #	Item Name	Effect/Notes
1	[Item Name]	[Description or Effect]
2	[Item Name]	[Description or Effect]
3	[Item Name]	[Description or Effect]

Slot #	Item Name	Effect/Notes
4	[Item Name]	[Description or Effect]
5	[Item Name]	[Description or Effect]

Armor: *Level*

- **Type:** [Light, Medium, Heavy]
- **Level:** [1-5]
- **Base Armor Pool:** [5 × Level]

Slot #	Current Level	Added Armor Value	Effects/Notes
1	1	[Editable]	
2	[Unlock at Level 2]	[Editable]	
3	[Unlock at Level 3]	[Editable]	
4	[Unlock at Level 4]	[Editable]	
5	[Unlock at Level 5]	[Editable]	

Currencies and Experience

Currency/EXP	Current Amount	Notes
Vapid Prisms	[Editable]	Used for minor upgrades or trades
Vivid Prisms	[Editable]	Used for substat leveling
Vibrant Prisms	[Editable]	Used for core stats and progression

Party Inventory: (not limited in any way)

Faction association:

Backstory and Motivation

[Write your character's background, personality, and motivations.]