Infinite Worlds System
Character Sheet

Player	
Name	
Race	
Concept	

Wounds

Stress

XP	
Milestone	

Aspects

Power	Finesse	Reasoning	Intuition	Luck
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Skills

Perception:	Driving:	Flight:
Engineering:	Magic:	Science:
Practical:	Stealth:	Animals:
Shooting:	Healing:	Performance:
Fighting:	Sport:	Art:
Persuasion:	Survival:	
Intimidation:	Boating:	

Size	Pace	Vitality	Fortitude

Drawbacks

Weapons	Range	Ammo	Damage	Special

Armor	Protection	Location

Masteries

Magic Type	Spell Points

Equipment	Weight

Max	Total

Abilities	Description