

SAYAGE WORLDS® CHARACTER RECORD SHEET

Lira Daravik
Character's Name

Human Female Wizard Novice 6
Archetype Rank Pace

4
Parry

5
Toughness

Wounds	Shaken	-1	-2	-3
Fatigue				

Attributes:

d6 Strength
d6 Agility
d8 Smarts
d8 Spirit
d6 Vigor
+2 Charisma

d4
d8
d8
d6
d8

Skills:

Fighting d6 Athletics
Knowledge (Occult) d8 Knowledge (Alchemy)
Investigation d4 Gambling
Notice d6 Boating
Spellcasting d6 Persuasion

Arcane Background (Magic)

Edges &

Hindrances: Code of Honor (Major)

Cautious (minor)

Scholar - +2 to Occult + Alchemy

Charismatic - +2 Charisma

Investigator - +2 Investigation

Weapons: Staff (Str + d4, 2 handed, +1 Parry, Reach 1)

(10 P.P.)
Powers: Detect/Conceal Arcana - (2 P.P., Duration 3/1)

Burst (Acid) - (2 P.P., 1 Cone Template, 2d10 dmg.)

Smite (Electricity) - (2 P.P., Touch, Duration 3/1, +2 dmg., +4 E raise)

Equipment: Spell book, quill, ink, 4 candles, staff, cards, spyglass, 3 days rations,

Coastal Town: Sailor - d6 Boating

Criminal Parents - Gain +2 to Charisma; die type in Persuasion

Inquisitive Student - Gain Investigator Edge

Gambling Partner with Skyjard, gain level in Gambling

Keervold is Lira's Guardian