



Character Sheet by Ema

Character

Name: _____ Player Name: _____
Race: _____ Allegiance: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Class: Cener Druid
Level: _____ XP: _____

Abilities

	BASE	MOD.	TEMP.	MOD.
Str				
Strength				
Dex				
Dexterity				
Con				
Constitution				
Int				
Intelligence				
Wis				
Wisdom				
Cha				
Charisma				

Endurance

d6 Max
Current

Willpower

Max
Current

Saving Throws

Fortitude = + CON + +
Reflex = + DEX + +
Will = + WIS + +

Notes: _____

Defence

AC = IO + + + DEX +

Armour Type: _____
Armour Check Penalty: _____
Armour Spell Failure: _____ %

Psychic AC

= INT + Will

Proficiency

- ☐ Light Armour
☐ Medium Armour
☐ Heavy Armour
☐ Shield
☐ Greatshield

Combat

Melee = + STR + +
Ranged = + DEX + +
Magical = + INT + + B. DMG.
Psychic = + CHA Initiative = DEX +

Weapons

WEAPON	ATTACK BONUS	DAMAGE	CRIT.	RANGE	TYPE	SIZE
_____	____/____/____	_____	_____	_____	_____	_____
_____	____/____/____	_____	_____	_____	_____	_____
_____	____/____/____	_____	_____	_____	_____	_____

Ammunition

○○○○○○○○○○ ○○○○○○○○○
○○○○○○○○○○ ○○○○○○○○○

Skills

SKILL NAME	TOTAL	RANK	ABILITY	MISC
• Acrobatics	○ _____	= _____	+ _____ DEX	+ _____ *
• Appraise	○ _____	= _____	+ _____ INT	+ _____
• Athletics	○ _____	= _____	+ _____ STR	+ _____ *
• Bluff	○ _____	= _____	+ _____ CHA	+ _____
• Climb	○ _____	= _____	+ _____ STR	+ _____ *
• Concentration	⊙ _____	= _____	+ _____ CON	+ _____
• Craft (_____)	⊙ _____	= _____	+ _____ INT	+ _____
• Craft (_____)	⊙ _____	= _____	+ _____ INT	+ _____
• Diplomacy	○ _____	= _____	+ _____ CHA	+ _____
• Disable Device	○ _____	= _____	+ _____ INT	+ _____
• Disguise	○ _____	= _____	+ _____ CHA	+ _____
• Escape Artist	○ _____	= _____	+ _____ DEX	+ _____ *
• Forgery	○ _____	= _____	+ _____ INT	+ _____
• Gather Information	○ _____	= _____	+ _____ CHA	+ _____
• Handle Animal	○ _____	= _____	+ _____ CHA	+ _____
• Heal	⊙ _____	= _____	+ _____ WIS	+ _____
• Intimidate	⊙ _____	= _____	+ _____ CHA	+ _____
• Knowledge(_____)	⊙ _____	= _____	+ _____ INT	+ _____
• Knowledge(_____)	⊙ _____	= _____	+ _____ INT	+ _____
• Knowledge(_____)	⊙ _____	= _____	+ _____ INT	+ _____
• Knowledge(_____)	⊙ _____	= _____	+ _____ INT	+ _____
• Occult	⊙ _____	= _____	+ _____ INT	+ _____
• Perception	⊙ _____	= _____	+ _____ WIS	+ _____
• Perform (_____)	○ _____	= _____	+ _____ CHA	+ _____
• Perform (_____)	○ _____	= _____	+ _____ CHA	+ _____
• Profession (_____)	⊙ _____	= _____	+ _____ WIS	+ _____
• Profession (_____)	⊙ _____	= _____	+ _____ WIS	+ _____
• Ride	⊙ _____	= _____	+ _____ DEX	+ _____
• Sense Motive	⊙ _____	= _____	+ _____ WIS	+ _____
• Sleight of Hand	○ _____	= _____	+ _____ DEX	+ _____ *
• Stealth	⊙ _____	= _____	+ _____ DEX	+ _____ *
• Survival	⊙ _____	= _____	+ _____ WIS	+ _____
• Use Magical Item	○ _____	= _____	+ _____ CHA	+ _____
_____	○ _____	= _____	+ _____	+ _____
_____	○ _____	= _____	+ _____	+ _____
_____	○ _____	= _____	+ _____	+ _____

Max. Rank: ____ / ____

⊙ Class Skill • Untrained Skill
○ Cross-Class Skill * Armor Penalty

General Druid Abilities

Class Features

- ☒ Crimson Oath
- ☒ Sickie
- ☐ Spirit Edge + _____
- ☐ Plague Hounds _____
- ☐ Psychic Awareness
 - ☐ Erect a Shield
 - ☐ Focus _____/day
 - ☐ Attack
 - ☐ Instinctive Shield
- ☐ Immunity to Terror
- ☐ Immunity to Disease
- ☐ Immunity to Death
- ☐ Dark Becoming _____

Other Abilities

Proficient with club, dagger, dart, quarterstaff and sickle.

Cener Spirals

ENDURANCE

- **Spiral of Disease**
 - First Step: Touch of Weakness
 - Second Step: Staggering Bile
 - Third Step: Rotting Gaze
 - Fourth Step: Wave of Malaise
 - Fifth Step: Virulent Reaping
- **Spiral of Death**
 - First Step: Withering
 - Second Step: Corpsecall
 - Third Step: Shadow of the Grave
 - Fourth Step: Ashes to Ashes
 - Fifth Step: Dust to Dust
- **Spiral of Terror**
 - First Step: Shackle of the Mind
 - Second Step: Enthral
 - Third Step: Harrowing Voice
 - Fourth Step: Eye of Dominion
 - Fifth Step: Castigating Wrath

Gift: _____

Curse I: _____

Curse II:

Curse III: _____

Backpack

[illegible]

Meals

One meal takes up half a Backpack space

Special Items

[illegible]

Languages

- [illegible]

Wealth

pt: _____ gc: _____
sp: _____ cp: _____

Other: _____

Movement

Load: / /

Current Load: _____

Current Speed: _____

Max. Dexterity: _____

Check Penalty: _____

Sketch

