



Character Sheet by Ema

Character

Name: _____ Player Name: _____
Race: _____ Allegiance: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Class: Dark Cultist
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

[illegible]

Class Features

- ☒ Dark God _____
 - ☒ Dark Alliance _____

 - ☐ Vilefire _____ fire damage
 - ☐ Bolts of Pain _____ fire damage
 - ☐ The First Pact
 Power: _____

 Taint: _____

 - ☐ The Second Pact
 Power: _____

 Bane: _____

 - ☐ The Third Pact
 Power: _____

 Curse: _____
 - ☐ Psychic Awareness
☐ Erect a Shield _____/day
 - ☐ Focus
 - ☐ Attack
 - ☐ Instinctive Shield
 - ☐ Foul Servant
 - ☐ Foul Swarm
 - ☐ Immortal Bond
 - ☐ Summon Spawn
 - ☐ Transformation

Other Abilities

Corruption Score: _____

Proficient with all one-handed melee weapons.

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