



Character Sheet by Ema

## Character

Name: \_\_\_\_\_ Player Name: \_\_\_\_\_  
Race: \_\_\_\_\_ Allegiance: \_\_\_\_\_  
Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
Class: Shadakine Wytych/Wytych Chyld  
Level: \_\_\_\_\_ XP: \_\_\_\_\_

## Abilities

|              | BASE                 | MOD.                 | TEMP.                | MOD.                 |
|--------------|----------------------|----------------------|----------------------|----------------------|
| Str          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Strength     |                      |                      |                      |                      |
| Dex          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Dexterity    |                      |                      |                      |                      |
| Con          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Constitution |                      |                      |                      |                      |
| Int          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Intelligence |                      |                      |                      |                      |
| Wis          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Wisdom       |                      |                      |                      |                      |
| Cha          | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Charisma     |                      |                      |                      |                      |

## Endurance

d  Max   
Current

## Sketch

## Saving Throws

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

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Defence

AC  = IO +  +  +  DEX +

Armour Type: \_\_\_\_\_  
Armour Check Penalty: \_\_\_\_\_  
Armour Spell Failure: \_\_\_\_\_ %

### Proficiency

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

## Combat

Melee  =  +  STR +  +   
Ranged  =  +  DEX +  +   
Magical  =  +  INT +   
Base Mag. Dam.  Initiative  =  DEX +

## Weapons

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

### Ammunition

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

## Skills

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

Max. Rank: \_\_\_\_ / \_\_\_\_

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

# Shadakine Wytch/Wytch Chyld Abilities

## Class Features

- ☐ Dark Allegiance
- ☒ Enhanced Meditation
- ☐ Voice of Power
- ☐ Magical Weapon
- ☐ Forbidden Knowledge
- ☐ Test of Allegiance
- ☐ Rite of High Summons
- ☐ Rite of Blood
- ☐ Rite of True Attunement
- ☐ Rite of Transcendence

☐ Independent

Rank: \_\_\_\_\_

## Rituals

- ☐ Astralis Majora
- ☐ Baleful Lore
- ☐ Death and Unlife
- ☐ Flames of the Ancients
- ☐ Hallowed Paths
- ☐ The Many Ways of Going
- ☐ Passion

RANK

## Other Abilities

Proficient with dagger and quarterstaff.

## Backpack

|                       | ITEM  | WEIGHT |
|-----------------------|-------|--------|
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |

## Meals

○○○○  
○○○○  
○○○○  
○○○○

One meal takes up half a Backpack space

## Special Items

|                       | ITEM  | WEIGHT |
|-----------------------|-------|--------|
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |
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| <input type="radio"/> | _____ | ____   |
| <input type="radio"/> | _____ | ____   |

## Languages

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

## Wealth

pt: \_\_\_\_\_ gc: \_\_\_\_\_  
sp: \_\_\_\_\_ cp: \_\_\_\_\_  
Other: \_\_\_\_\_

## Movement

Load: \_\_\_\_/\_\_\_\_/\_\_\_\_  
Current Load: \_\_\_\_\_  
Current Speed: \_\_\_\_\_  
Max. Dexterity: \_\_\_\_\_  
Check Penalty: \_\_\_\_\_

## Notes

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_