



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

Cener Druid Abilities

Class Features

- ⊙ Crimson Oath
- ⊙ Sickle _____
- 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

ITEM	WEIGHT
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____

Meals

○○○○
○○○○
○○○○
○○○○

One meal takes up half a Backpack space

Special Items

ITEM	WEIGHT
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____
○ _____	_____

Languages

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Wealth

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

Other: _____

Movement

Load: ____/____/____
Current Load: _____
Current Speed: _____
Max. Dexterity: _____
Check Penalty: _____

Sketch