



Character Sheet by Ema

Character

Name: _____ Player Name: _____
Race: _____ Allegiance: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Class: Dark Warrior
Level: _____ XP: _____

Abilities

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

Endurance

d10 Max
Current

Willpower

Max
Current

Saving Throws

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

Notes: _____

Defence

AC = IO + + + DEX +

Armour Type: _____
Armour Check Penalty: _____

Psychic AC

= INT + Will

Proficiency

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

Combat

Melee = + STR + +
Ranged = + DEX + +
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(Darklands)	○ _____	= _____	+ INT	+ _____
• Knowledge(geography)	○ _____	= _____	+ INT	+ _____
• Knowledge(warfare)	○ _____	= _____	+ 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

Dark Warrior Abilities

Class Features

- ☒ Weapon of Choice _____
- ☐ Weapon Master
- ☐ Darke Warlord

☐ Toughness (OOOOO)

☐ Elite Soldier

☐ Psychic Awareness

- ☐ Erect a Shield
- ☐ Attack

Other Abilities

Proficient with all melee and ranged weapons.

Darke Division

☐ Archery

☐ Cavalry

☐ Infantry

2ND

6TH

10TH

14TH

18TH

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

Corruption Score: _____

Backpack

	ITEM	WEIGHT
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____

Meals

OOOO
OOOO
OOOO
OOOO

One meal takes up half a Backpack space

Special Items

	ITEM	WEIGHT
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
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☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____
☐	_____	____

Languages

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Wealth

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

Other: _____

Movement

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

Sketch