



Character Sheet by Ema

Character

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

Abilities

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

Endurance

d8 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

Herbalish Abilities

Class Features

- ☉ Nature's Thane
- ☉ Verdant Vow

- ☐ Living Gift (0000)

- Psychic Awareness
 - Erect a Shield
 - Focus
 - Attack
 - Instinctive Shield
- ____/day

- ☐ Nature's Child
- ☐ Nature's Ally
- ☐ Nature's Companion
- ☐ Nature's Avatar

Primal Paths

- **Path of the Healer**
 - Healer I
 - Healer II
 - Healer III
 - Healer IV
 - **Path of the Hunter**
 - Hunter I
 - Hunter II
 - Hunter III
 - Hunter IV

Other Abilities

Proficient with all one-handed melee weapons, except the sickle.

Proficient with all ranged weapons, except the crossbow.

Proficient with leather armour, wooden shields and mantle.

Herbalish Circles

ENDURANCE

- | | | | |
|---|---------------------------------|-------------------------------|----------------|
| ○ | Circle of Blood and Bone | | |
| ○ | Tier I: | Fleshmending | <u>1</u> |
| ○ | Tier II: | Purge the Tainted Blood | <u>1</u> |
| ○ | Tier III: | Health Sight | <u>1/rd.</u> |
| ○ | Tier IV: | Accelerate Healing | <u>0/3</u> |
| ○ | Tier V: | Lend Health | <u>2</u> |
| ○ | Tier VI: | Song of Life | <u>3/min</u> |
| ○ | Tier VII: | Limb-binding | <u>2</u> |
| ○ | Tier VIII: | Replenish Breath | <u>special</u> |
| ○ | Tier IX: | Purification of Body and Soul | <u>2/point</u> |
| ○ | Tier X: | Rebirth | <u>7+</u> |

- | | | | |
|---|------------------------------|-----------------------------|----------------|
| ○ | Circle of Sea and Sky | | |
| ○ | Tier I: | Echoes of Thunder | <u>1/rd.</u> |
| ○ | Tier II: | Call the Rain | <u>1/gal.</u> |
| ○ | Tier III: | Thunderclap | <u>3</u> |
| ○ | Tier IV: | Storm's Caress | <u>4</u> |
| ○ | Tier V: | Eye of the Storm | <u>5</u> |
| ○ | Tier VI: | Unfettered Flight | <u>2/min</u> |
| ○ | Tier VII: | Wind Strike | <u>5</u> |
| ○ | Tier VIII: | Call of the Deepest Horizon | <u>7</u> |
| ○ | Tier IX: | Speed of the Zephyr | <u>3/rd.</u> |
| ○ | Tier X: | Storm of Wrath | <u>special</u> |

- | | | | |
|---|----------------------------------|----------------------|----------------|
| ○ | Circle of the Living Land | | |
| | ○ Tier I: | Herbcraft | <u>special</u> |
| | ○ Tier II: | Shadow on the Stone | <u>1/rd.</u> |
| | ○ Tier III: | Whispers of the Wild | <u>1/min</u> |
| | ○ Tier IV: | Earth's Embrace | <u>0</u> |
| | ○ Tier V: | Primal Form | <u>5</u> |
| | ○ Tier VI: | Tremulous Touch | <u>7</u> |
| | ○ Tier VII: | Standing Stones | <u>special</u> |
| | ○ Tier VIII: | Pastoral Passage | <u>7</u> |
| | ○ Tier IX: | Soul of the Earth | <u>6</u> |
| ○ | Tier X: | Earthwarden | <u>8/rd.</u> |

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