



Character Sheet by Ema

Character

Name: _____ Player Name: _____
Race: _____ Allegiance: _____
Age: _____ Gender: _____ Height: _____ Weight: _____
Class: Sage of Lyr
Level: _____ XP: _____

Abilities

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

Endurance

d6 Max
Current

Sketch

Saving Throws

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

Notes: _____

Defence

AC = IO + + + DEX +

Armour Type: _____
Armour Check Penalty: _____

Proficiency

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

Combat

Melee = + STR + +
Ranged = + DEX + +

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

Sage of Lyris Abilities

Class Features

- ☉ City of Origin _____
- Sagacious Concentration
- The Sword is as Mighty as the Pen

Excellence

- **Path of Heroism**
 - Step 1: Evasion
 - Step 2: Uncanny Dodge
 - Step 3: The Long and the Short
 - Step 4: Improved Evasion
 - Step 5: Improved Uncanny Dodge
 - Step 6: Duelling Mastery
- **Path of Knowledge**
 - Academics ○ Craftsman
 - Heroics ○ Professional
 - Researcher ○ Theatre
 - Wilderness
- **Path of Rewards**
 - Step 1: Common Friends
 - Step 2: Hero of the People
 - Step 3: Library
 - Step 4: Grand Library
 - Fortune Favors the Focused Mind
 - Sudden Insight

Other Abilities

Proficient with all one-handed melee weapons, as well as crossbows.
Proficient with padded and leather armour and also with bucklers.

Arcane Study

- **Celestialism**
 - Tier I: Chosen Star _____
 - Tier II: Sign of the Stars
 - Tier III: Stellar Fire
 - Tier IV: Eclipse
 - Tier V: Celestial Ward
 - Tier VI: Path of Heaven's Hall
- **Left-Handed Magic**
 - Arcane Mark
 - Dazing Beam
 - Elemental Ray
 - Invigoration
 - Spell of Light
 - Blaze of Light
 - Detection
 - Graveshudder
 - Magical Minions
 - Wave of Exhaustion
- **Sonomancy**
 - Tier I: Inspire Courage
 - Tier II: Countersong
 - Tier III: Fascinate
 - Tier IV: Inspire Competence
 - Tier V: Suggestion
 - Tier VI: Inspire Greatness

Primary Power: _____
Lore's Legacy: _____

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: _____

Notes

