



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				
Strength				
Dex				
Dexterity				
Con				
Constitution				
Int				
Intelligence				
Wis				
Wisdom				
Cha				
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	○ _____	= _____	+ _____ 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

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
☐	_____	_____
☐	_____	_____
☐	_____	_____
☐	_____	_____
☐	_____	_____
☐	_____	_____
☐	_____	_____
☐	_____	_____

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

