



Character Sheet by Ema

Character

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

Abilities

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

Endurance

d4 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

Shianti Sorcerer Abilities

Lesser Elder Arts

Greater Elder Arts

- **Alchemy**
 - ⊙ Attribute Potions
 - ⊙ Combat Potion
 - ⊙ Health Potion
 - ⊙ Mind Potion
 - ⊙ Restoration Potion
- **Elementalism**
 - ⊙ Earth Spirit
 - ⊙ Air Spirit
 - ⊙ Fire Spirit
 - ⊙ Water Spirit
- **Enchantment**
 - ⊙ Mental Coercion
 - ⊙ Mental Probe
 - ⊙ Mental Mirage
- **Evocation**
 - ⊙ Spirit Speak
- **Prophecy**
 - ⊙ Future Sight
 - ⊙ Location Sight
 - ⊙ Aura Sight
- **Psychomancy**
 - ⊙ Powersense
 - ⊙ Pastsense
- **Sorcery**
 - ⊙ Force Shield
 - ⊙ Force Blade
 - ⊙ Force Barrier
 - ⊙ Force Grasp

- **Necromancy**
 - ⊙ Voice of the Dead
 - ⊙ Evil's Bane
- **Psysiurgy**
 - ⊙ Air Mastery
 - ⊙ Earth Mastery
 - ⊙ Fire Mastery
 - ⊙ Water Mastery
- **Telergy**
 - ⊙ True Coercion
 - ⊙ True Probe
 - ⊙ True Mirage
- **Thaumaturgy**
 - ⊙ Battleforce
 - ⊙ Flight Through Force
 - ⊙ Force Transport
 - ⊙ Sundering Force
- **Theurgy**
- **Visionary**
 - ⊙ True Clairsentience

Other Abilities

- ⊙ Forever a Stranger
- ⊙ Golden Legacy
- Arcane Shield
- Ancient Power _____/×____
- Brilliant Soul +_____ (_____ ft.)
- Assimilation
- True Mastery
- Psychic Awareness
 - Erect a Shield
 - Focus
 - Attack
 - Instinctive Shield

Proficient with quarterstaff and 3 one-handed weapons: _____

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

Greater Elder Arts

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Special Items

[illegible]

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[illegible]

Languages

- [illegible]

Wealth

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

Other:

Movement

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

Sketch