

# TWELVE ELEMENTS

Character Name: \_\_\_\_\_

Class & Level

Background

Race

Alignment

Player Name

STR

CLIMB: \_\_\_/5

SWIM: \_\_\_/5

CARRY WEIGHT: \_\_\_\_\_

CON

MAX HEALTH: \_\_\_\_\_

AGI

MOVEMENT: \_\_\_\_\_

DEX

SLEIGHT OF HAND: \_\_\_/5

STEALTH: \_\_\_/5

ATTACKS: \_\_\_\_\_

INT

ARCANA: \_\_\_/5

LORE: \_\_\_/5

MECHANICS: \_\_\_/5

MEDICINE: \_\_\_/5

NATURE: \_\_\_/5

THEOLOGY: \_\_\_/5

EXTRA SKILLS: \_\_\_\_\_

WIS

APPRAISAL: \_\_\_/5

BEAST HANDLING: \_\_\_/5

INSIGHT: \_\_\_/5

NAVIGATION: \_\_\_/5

PERCEPTION: \_\_\_/5

TRACKING: \_\_\_/5

CHA

DECEPTION: \_\_\_/5

INTIMIDATION: \_\_\_/5

PERFORMANCE: \_\_\_/5

PERSUASION: \_\_\_/5

Current Health: \_\_\_\_\_

50%: SKILL  
DISADV

25%: 1/2  
MOVE

10%: ALL  
DISADV

ARMOR

DODGE

DEF/RADEF

FORTITUDE

WILLPOWER

REFLEX

INITIATIVE

TEMP DEF

Racial Features

Class Features

Equipped Gear

WEAPON 1

DAMAGE / TYPE

WEAPON 2

DAMAGE / TYPE

WEAPON 3

DAMAGE / TYPE

AMMUNITION 1

NUMBER LEFT

AMMUNITION 2

NUMBER LEFT

Consumables

CONSUMABLE 1

NUMBER LEFT

CONSUMABLE 2

NUMBER LEFT

CONSUMABLE 3

NUMBER LEFT

Armor

TYPE

STEALTH DISADV?

MATERIAL 1

WEIGHT

MATERIAL 2

ARMOR BONUS

Weapon Skills

ARCHERY: \_\_\_/5 SMALL: \_\_\_/5

FIRARM: \_\_\_/5 THROWING: \_\_\_/5

LARGE: \_\_\_/5 UNARMED: \_\_\_/5

MEDIUM: \_\_\_/5 EXOTIC 1: \_\_\_/5

POLEARM: \_\_\_/5 EXOTIC 2: \_\_\_/5

Tool Skills

TOOL 1: \_\_\_/5

TOOL 2: \_\_\_/5

TOOL 3: \_\_\_/5

TOOL 4: \_\_\_/5

TOOL 5: \_\_\_/5

## Character Portrait

Age

Height

Weight

Skin Color

Hair Color

Eye Color

## Background

## Languages, Classless Feats, and Additional Traits

## Inventory



AEONS



CHANGE

EXTRA WEAPONS:

USEFUL GEAR:

TREASURE:

OTHER: