



Twelve Elements

Character Sheet

Character Name

Class & Level

Race

Background



Health

Maximum Health

Determined by class and Constitution

Current Health

Heal by resting, eating / drinking, or magic

Injured

All skill checks made with disadvantage

Bloodied

Movement is halved

Death's Door

Saves & attacks made with disadvantage

Penalties



Defenses

Armor

Determined by race & armor (minimum 1)

Dodge

Determined by size, Dexterity, Agility, & Armor

Defense

Armor + Dodge (Reduces Damage)

Ranged Defense

Defense +4 (Reduces Ranged Damage)

Temporary Defense

Saves

Fortitude Save

Add Strength + Constitution Modifiers

Willpower Save

Sum of 2 Mental Attribute Modifiers

Reflec Save

Dodge + Agility * Dexterity Modifiers



Armor

Bonus	Stealth Disadvantage	Agility Disadvantage
Type: _____		
Material 1: _____		
Material 2: _____		
Weight: _____		



Weapons

Name	Damage	Ammo



Equipment



Consumables

Name	Uses Remaining



Attributes & Skills (Roll d10 \diamond = Skill Rating + Attribute Modifier)

STRENGTH

Modifier

Score

Raw Physical Power

Climb

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Swim

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CONSTITUTION

Modifier

Score

Stamina & Toughness

AGILITY

Modifier

Score

Movement & Finesse

DEXTERITY

Modifier

Score

Reflex & Coordination

Sleight of Hand

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Stealth

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INTELLIGENCE

Modifier

Score

Reason & Memory

Arcana

○○○○○

Lore

○○○○○

Mechanics

○○○○○

Medicine

○○○○○

Nature

○○○○○

Theology

○○○○○

WISDOM

Modifier

Score

Awareness & Wits

Appraisal

○○○○○

Beast Handling

○○○○○

Insight

○○○○○

Navigation

○○○○○

Preception

○○○○○

Tracking

○○○○○

CHARISMA

Modifier

Score

Personality & Presence

Deception

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Intimidation

○○○○○

Performance

○○○○○

Persuasion

○○○○○



Weapon Skills

Archery	Polearm
○○○○○	○○○○○
Firearm	Throwing
○○○○○	○○○○○
Small	Unarmed
○○○○○	○○○○○
Medium	Exotic: _____
○○○○○	○○○○○
Large	Exotic: _____
○○○○○	○○○○○



Tool Skills

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○○○○○

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Carry Weight (lbs)

Strength Score x Ten

Movement

Determined by race and Agility Score

Number of Attacks

Determined by Dexterity Score

Extra Skills

= Intelligence Modifier

Character Portrait

Additonal Notes:



Biographical Information

Weight	Height	Eye Color
Skin Color	Hair Color	

Character History

Languages, classless Feats & Additional Traits

Aeons

Change

Extra Weapons:

Extra Equipment:

Treasure:

Other Items: