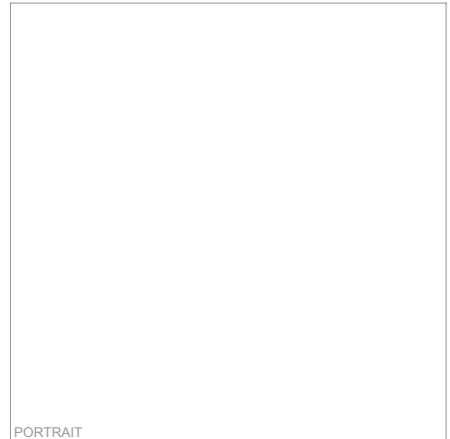


ELEMENTAL D6 CHARACTER SHEET



CHARACTER NAME		SPECIES	BASE CLASSES / LEVELS
AGE	SEX, GENDER	HEIGHT, WEIGHT	ADVENT CLASSES / LEVELS
EYE COLOR	HAIR COLOR	SKIN COLOR	ADVENT CLASSES / LEVELS



STR STRENGTH	SCORE	MODIFIER	STR CHECK (COUNT 5,6)	(4 + STR + MISCELLANEOUS) D6
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (COUNT 5,6)	(4 + DEX + MISCELLANEOUS) D6
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (COUNT 5,6)	(4 + INT + MISCELLANEOUS) D6
RES RESOLVE	SCORE	MODIFIER	RES CHECK (COUNT 5,6)	(4 + RES + MISCELLANEOUS) D6

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6	SPEED	LAND	BURROW	FLIGHT	SWIM
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				

FEATS	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	(4+MOD+RANK) D6	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX			Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES			Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR			Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES			Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT			Search, Gather Information, Investigation, Deduction
MEDICINE	INT			Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT			Listen, Spot, Other Senses
PERFORM	INT			Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES			Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT			Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX			Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX			Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT			Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT (COUNT 4,5,6)	<input type="text"/>	+	<input type="text"/>	OFFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DEFENSIVE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE (SUM)	<input type="text"/>	+	<input type="text"/>	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

INVENTORY

ELEMENTAL D6 CHARACTER SHEET










ITEM	ITEM

CURRENT CURRENCY		
GOLD	SILVER	COPPER

LEDGER	
COST/CREDIT	DESCRIPTION

CHAKRAS AND KEYSTONES

 LOTUS CHAKRA	KEYSTONE	
	ATTRIBUTES	
 CROWN CHAKRA	KEYSTONE	
	ATTRIBUTES	
 THROAT CHAKRA	KEYSTONE	
	ATTRIBUTES	
 HEART CHAKRA	KEYSTONE	
	ATTRIBUTES	
 NAVEL CHAKRA	KEYSTONE	
	ATTRIBUTES	
 SACRAL CHAKRA	KEYSTONE	
	ATTRIBUTES	
 ROOT CHAKRA	KEYSTONE	
	ATTRIBUTES	

