

Aevelyn		6	PLAYER NAME	
Aeromancer		Nereid	183	Neutral
CLASS		RACE	AGE	GENDER
4' 2"	76 lbs	Blue, Green, and Rose	Green	Dark brown
HEIGHT	WEIGHT	EYE	HAIR	SKIN

ELEMENTAL D6

CHARACTER SHEET



STR STRENGTH	SCORE	MODIFIER	STR CHECK (SUM DICE)	3d6+1
	2	1		
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (SUM DICE)	3d6+5
	10	5		
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (SUM DICE)	3d6+2
	4	2		
RES RESOLVE	SCORE	MODIFIER	RES CHECK (SUM DICE)	3d6+3
	6	2		

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6 11	SPEED	LAND	BURROW	FLIGHT	SWIM
	2				45	-	-	-
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT 4	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
	2				4h+1	6h	3h	1h+2
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				
	93							

FEATS	Minimal Aperature	Once per round you may use the Vent talent as a Swift action
	Small	+1 BDB when the target of an attack, also gain a 1d6 bonus to the Stealth skill
	Dark Vision	See clearly in the dark up to 30 feet. Vision does not include color
	True Sight	Once per day, see everything around you as it truly is for up to 1 minute
	Forest Walker	Increased survival and perception skill, already included in sheet

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	DICE (4D6+RANK)	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX	13	Grit: Reroll all dice that roll a "1"	Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES	7		Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR	6	High Jump: 12d6 bonus for self and/or 3 allies	Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES	7		Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT	9		Search, Gather Information, Investigation, Deduction
MEDICINE	INT	6		Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT	9	Permanent +1 bonus, 1/Day turn a 5 to a 6	Listen, Spot, Other Senses
PERFORM	INT	6		Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES	-		Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT	6		Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX	9		Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX	10		Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT	6	No disadvantage, 1/day gain advantage	Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



	Air Blast	30 ft	10h	-	HIT (COUNT 4,5,6)	5	+	7	OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN		5	+	7(8)	DEFENSIVE
Standard	Pushes enemies back 15 feet when it hits				DAMAGE (SUM)	2	+	2	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Knock back	40 ft	18h	1	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
Swift	15 feet pushback per segment, cannot be blocked. Creatures can step out of the path				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Vent	Self	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN		6	+	5(6)	DEFENSIVE
Move	10 foot Square, blocks attacks. Can be used once per round as a Swift				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Breath	Self	2h	-	HIT (COUNT 4,5,6)	6	+	7	OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN		6	+	7(8)	DEFENSIVE
Move	Three hex cone of boiling hot steam or freezing cold frost				DAMAGE (SUM)	6	+	2	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	High Jump	15 ft	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
Move	Augment up to 3 allies' jump by 12d6				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

Corin		6		
CHARACTER NAME		LEVEL	PLAYER NAME	
Desimancer		Ulfar (Fox)	14 (adult)	Male
CLASS		RACE	AGE	GENDER
3'11"	105 lbs	Orange	Red/White/Black	N/A
HEIGHT	WEIGHT	EYE	HAIR	SKIN

ELEMENTAL D6

CHARACTER SHEET



STR STRENGTH	SCORE	MODIFIER	STR CHECK (SUM DICE)	+ STR + MISCELLANEOUS 3d6+1
	2	1		
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (SUM DICE)	+ DEX + MISCELLANEOUS 3d6+4
	8	4		
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (SUM DICE)	+ INT + MISCELLANEOUS 3d6+5
	10	5		
RES RESOLVE	SCORE	MODIFIER	RES CHECK (SUM DICE)	+ RES + MISCELLANEOUS 3d6+2
	4	2		

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6 11	SPEED	LAND	BURROW	FLIGHT	SWIM
	2				35	-	-	20
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT 8	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
	2				3h+1	5h	2h	1h+1
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				
	96							

FEATS	Iron Strike	When you get advantage on a skill, you gain 6d6 instead of 3d6
	Darkvision	See clearly in the dark up to 30 feet
	Small	+1 BDB when you are the target of the attack

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	DICE (4D6+RANK)	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX	12	Resourceful: No disadvantage, adv 1/day	Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES	6		Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR	5		Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES	10		Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT	12	Resourceful: No disadvantage, adv 1/day	Search, Gather Information, Investigation, Deduction
MEDICINE	INT	10		Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT	12	Resourceful: No disadvantage, adv 1/day	Listen, Spot, Other Senses
PERFORM	INT	10	Singing, oration	Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES	-		Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT	12		Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX	9		Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX	12		Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT	9		Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



	Bolt	30 ft	12h	1	HIT (COUNT 4,5,6)	4	+	6	OFFENSIVE
	Full/Std	Full action grants 2 attacks (cooldown), Std. grants 1				4	+	6(?)	DEFENSIVE
	ACTION	SPECIAL / NOTES	TALENT POINTS		DAMAGE (SUM)	5	+	10	DMG/HEAL

	Attract	15 ft	1h	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Standard	Up to 3 non living objects					+		DEFENSIVE
	ACTION	SPECIAL / NOTES	TALENT POINTS		DAMAGE (SUM)		+		DMG/HEAL

	Resistance	40 ft	30h	6	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Move	Diameter 20 ft, slows all actions by half, lasts 2 rounds					+		DEFENSIVE
	ACTION	SPECIAL / NOTES	TALENT POINTS		DAMAGE (SUM)		+		DMG/HEAL

	Impetus	-	-	6	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Swift	Move your dash speed. Adjacent allies may also move with you					+		DEFENSIVE
	ACTION	SPECIAL / NOTES	TALENT POINTS		DAMAGE (SUM)		+		DMG/HEAL

	Anchor	60 ft	3h	1	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Move	Bind to any large object, pull yourself 3h for three segments (total 9h)					+		DEFENSIVE
	ACTION	SPECIAL / NOTES	TALENT POINTS		DAMAGE (SUM)		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL

Fen		6		
CHARACTER NAME		LEVEL	PLAYER NAME	
Hydromancer		Human	23	
CLASS		RACE	AGE	GENDER
5' 8"	170 lbs	Green	Brown	Medium dark
HEIGHT	WEIGHT	EYE	HAIR	SKIN

ELEMENTAL D6

CHARACTER SHEET



STR STRENGTH	SCORE	MODIFIER	STR CHECK (SUM DICE)	3d6+1
	2	1		
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (SUM DICE)	3d6+4
	9	4		
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (SUM DICE)	3d6+2
	4	2		
RES RESOLVE	SCORE	MODIFIER	RES CHECK (SUM DICE)	3d6+5
	10	5		

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6 10	SPEED	LAND	BURROW	FLIGHT	SWIM
	2				30	-	-	-
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT 4	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
	2				3h	4h	2h	1h+1
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				
	114							

FEATS	Luck	3 times a day gain advantage on a skill check, ability check, or hit roll
		Alternatively, you may spend a use to reroll all "1"s on any roll

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	DICE (4D6+RANK)	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX	10	Clutch: 1/day change a 5 to a 6	Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES	9		Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR	10	Grit: Reroll all "1"s	Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES	9		Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT	10	Clutch: 1/day change a 5 to a 6	Search, Gather Information, Investigation, Deduction
MEDICINE	INT	6		Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT	7		Listen, Spot, Other Senses
PERFORM	INT	6		Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES	-		Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT	6		Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX	8		Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX	8		Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT	6		Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



	Wave	40 ft	6h	6	HIT (COUNT 4,5,6)	5	+	7	OFFENSIVE	
	TALENT NAME	RANGE	SPEED	COOLDOWN		5	+	7	DEFENSIVE	
Standard	15 feet wide wave, 40 foot path of any shape					DAMAGE (SUM)	3	+	2	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS					

	Sphere	Self	5h	6	HIT (COUNT 4,5,6)	6	+	7	OFFENSIVE	
	TALENT NAME	RANGE	SPEED	COOLDOWN		6	+	7	DEFENSIVE	
Standard	Sphere with radius of up to 25 feet, pushes or pulls targets, lasts up to 5 rounds					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS					

	Defensive Stance	5 ft	6h	6	HIT (COUNT 4,5,6)		+		OFFENSIVE	
	TALENT NAME	RANGE	SPEED	COOLDOWN		5	+	6	DEFENSIVE	
Full	8 orbs useable for defense. Swift action to use 1 orb, Move action to use multiple					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS					

	Rushing Flood	25 ft	4h	6	HIT (COUNT 4,5,6)	2	+	6	OFFENSIVE	
	TALENT NAME	RANGE	SPEED	COOLDOWN		2	+	6	DEFENSIVE	
Standard	Carries target 40 feet or half as much if they successfully defend					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS					

	Vaporize	20 ft	10h	6	HIT (COUNT 4,5,6)		+		OFFENSIVE	
	TALENT NAME	RANGE	SPEED	COOLDOWN		2	+	7	DEFENSIVE	
Standard	Creates a cloud of vapor diameter 20 ft, 30 ft high, lasts 3 rounds					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS					

	Ice Surfing	Self	-	6	HIT (COUNT 4,5,6)		+		OFFENSIVE	
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE	
Full/Move	Full: Create ice block, Move: move 3x your normal speed over water					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS					

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

Shannon		6		
CHARACTER NAME		LEVEL	PLAYER NAME	
Martialist		Nahuali	26	Female
CLASS		RACE	AGE	GENDER
5' 8"	230 lbs	Grey	Black	Medium Dark
HEIGHT	WEIGHT	EYE	HAIR	SKIN

ELEMENTAL D6

CHARACTER SHEET



STR STRENGTH	SCORE	MODIFIER	STR CHECK (SUM DICE)	1 2 3 + STR + MISCELLANEOUS 3d6+2
	5	2		
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (SUM DICE)	1 2 3 + DEX + MISCELLANEOUS 3d6+5
	10	5		
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (SUM DICE)	1 2 3 + INT + MISCELLANEOUS 3d6+3
	6	3		
RES RESOLVE	SCORE	MODIFIER	RES CHECK (SUM DICE)	1 2 3 + RES + MISCELLANEOUS 3d6+1
	2	1		

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6 21	SPEED	LAND	BURROW	FLIGHT	SWIM
	2				35	-	-	20
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT 5	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
	2				3h+1	5h	2h	1h+1
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				
	90							

FEATS	Spirit Step	Swift action: 10 foot teleport, 1 round cooldown
	Feline Form	Quadrupedal, +10 move speed, Advantage on Stealth skill check
	Nahuali Form	Move: 4h+1 Dash: 6h Dodge: 3h Swim: 2h
	Quicksilver	+3 damage to melee attacks
	Ki Pool	3d6 bonus to initiative (already included)
		Swift (1pt): +2d6 Defensive bonus
		Swift (1pt): 3d6 bonus to any skill
		Swift (1pt): Stop all bleeding wounds
	Advanced Ki Pool	Free (2pts): Gain a standard action for a defensive action
		Move (3pts): Reset one cooldown
	Swift (2pts): +3d6 Defensive bonus	
	Swift (2pts): 6d6 bonus to any skill	

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	DICE (4D6+RANK)	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX	10	Clutch: 1/day change a 5 to a 6	Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES	5		Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR	12	Clutch: 1/day 5->6, +3d6 to jump in feline form	Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES	7		Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT	12		Search, Gather Information, Investigation, Deduction
MEDICINE	INT	7		Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT	10		Listen, Spot, Other Senses
PERFORM	INT	7		Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES	-		Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT	7		Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX	10		Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX	10	Clutch: 1/day, turn 5 to a 6; +3d6 in feline form	Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT	7		Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



	Unarmed Strike	5/30	6h	1	HIT (COUNT 4,5,6)	6	+	7	OFFENSIVE
						6	+	7	DEFENSIVE
Full/Std	Full: 2 attacks (cooldown); Std: 1 attack; 10 ft step each attack				DAMAGE (SUM)	4	+	4	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Ki Projection	30 ft	6h	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
-	Project ki force with unarmed strike 30 feet				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Bear's Strength	-	-	12	HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
Swift	+2 Strength or Resolve for 1 round				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Ki Pool	-	-	6	HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
Varies	6 points per day, see front page for uses				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Tiger Stance	-	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
Free	+4d6 bonus to grapple or relocation maneuvers, 1/day reroll 1's				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Critical Distance	-	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
Free	+1d6 bonus to defensive maneuvers, 1/day reroll 1's				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Lightning Reflexes	-	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
Free	6d6 bonus to Initiative (already included)				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
							+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

Ealasaid		6		
CHARACTER NAME		LEVEL	PLAYER NAME	
Petrancer		Hanum	133	Trans Female
CLASS		RACE	AGE	GENDER
5' 5"	260 lbs	Blue	Blue/Grey/White	N/A
HEIGHT	WEIGHT	EYE	HAIR	SKIN

ELEMENTAL D6

CHARACTER SHEET



STR STRENGTH	SCORE	MODIFIER	STR CHECK (SUM DICE)	3d6+3
	6	3		
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (SUM DICE)	3d6+4
	9	4		
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (SUM DICE)	3d6+1
	2	1		
RES RESOLVE	SCORE	MODIFIER	RES CHECK (SUM DICE)	3d6+3
	6	3		

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6 9	SPEED	LAND	BURROW	FLIGHT	SWIM
	2				30	25	-	-
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT 3	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
	2				3h	4h	2h	1h+2
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				
	102							

FEATS	Earthen Eyes	This character is blind, but can effectively "see" up to 120 feet though their ki connection to earth, stone, and even the dust in the air

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	DICE (4D6+RANK)	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX	10(13)	Permanent Advantage, reroll all "1"s	Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES	7		Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR	11	No disadvantage, 1/day advantage	Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES	7		Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT	6		Search, Gather Information, Investigation, Deduction
MEDICINE	INT	5		Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT	7		Listen, Spot, Other Senses
PERFORM	INT	5		Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES	-		Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT	5		Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX	8	Clutch: 1/day change a 5 to a 6	Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX	9	Clutch: 1/day change a 5 to a 6	Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT	5		Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



	Boulder Shot	40 ft	8h	-	HIT (COUNT 4,5,6)	5	+	6	OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN		5	+	6	DEFENSIVE
Standard	Pushes target back 10 feet on hit				DAMAGE (SUM)	4	+	6	DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Compact Earth	30 ft	6h	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
Swift	Compact up to 4 units of earth. Can be used to increase Boulder Shot formulas by 2d6				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Burrow	Self	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
Move	Move your burrow speed through earth. A swift action moves you vertically 15 ft				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Rock Slide	Self	-	6	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
Swift	Move your Dash speed for two segments				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

	Slab	60 ft	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN		6	+	5	DEFENSIVE
Move/Std	Move: Defensive slab 10x10ft, Swift: raises two pillars granting cover				DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

					HIT (COUNT 4,5,6)		+		OFFENSIVE
	TALENT NAME	RANGE	SPEED	COOLDOWN			+		DEFENSIVE
					DAMAGE (SUM)		+		DMG/HEAL
ACTION	SPECIAL / NOTES				TALENT POINTS				

Jasmine		6		
CHARACTER NAME		LEVEL	PLAYER NAME	
Pyromancer		Samakoel	15 (adult)	Female
CLASS		RACE	AGE	GENDER
4'2"	76 lbs	Purple	N/A	Red/Black
HEIGHT	WEIGHT	EYE	HAIR	SKIN

ELEMENTAL D6

CHARACTER SHEET



STR STRENGTH	SCORE	MODIFIER	STR CHECK (SUM DICE)	3d6+4
	8	4		
DEX DEXTERITY	SCORE	MODIFIER	DEX CHECK (SUM DICE)	3d6+3
	6	3		
INT INTELLIGENCE	SCORE	MODIFIER	INT CHECK (SUM DICE)	3d6+2
	4	2		
RES RESOLVE	SCORE	MODIFIER	RES CHECK (SUM DICE)	3d6+3
	6	3		

BAB ATTACK BONUS	SCORE	INITIATIVE (COUNT 6)	(4 + DEX + INT) D6	SPEED	LAND	BURROW	FLIGHT	SWIM
	2				9	30	-	-
BDB DEFENSE BONUS	SCORE	REACTION (SUM)	BDB + INT	MOVEMENT ACTIONS	MOVE (2 SEGMENTS)	DASH (1 SEG)	DODGE (1 SEG)	SWIM (3 SEG)
	2				4	3h	4h	2h
HIT POINTS	TOTAL HP	CURRENT HP		CONDITIONS				
	98							

FEATS	Fire Soul	Reduce all fire damage by 2d6
	Diamond Ki	Reduce all damage by resolve modifier (3)
	Small	+1 BDB when you are the target of the attack
	Amphibious	+1 on all Swim skill checks

SKILLS (COUNT 6)				UNSPENT SKILL POINTS
SKILL NAME	ABILITY	DICE (4D6+RANK)	SKILL FOCUS AND MODIFIERS	SUBSKILL LIST
ACROBATICS	DEX	11	Clutch: 1/day change a 5 to a 6	Balance, Escape Bindings, Jump (Precision), Tumble
ANIMAL HANDLING	RES	7		Domesticate, Handle, Ride, Soothe, Train, Sense Motive, Knowledge Biology
ATHLETICS	STR	12	Grit: Reroll all "1"s (+1 when Swim)	Climb, Jump (Distance, Height), Swim, Run, Lift, Push, Pull
DIPLOMACY	INT or RES	7		Bluff, Persuade, Sense Motive, Negotiate, Knowledge Society, Knowledge Politics
INVESTIGATION	INT	8		Search, Gather Information, Investigation, Deduction
MEDICINE	INT	6		Diagnose, Cure Disease, Long term care, Neutralize Poison, Knowledge Anatomy, Medicine
PERCEPTION	INT	7		Listen, Spot, Other Senses
PERFORM	INT	6		Oration, Singing, Dance, Act, Play Instrument, Bluff, Knowledge Arts
PROFESSION	VARIES	-		Armorsmith, Astronomer, Jeweler, Sailor, Surveyor, Weaponsmith
RECALL KNOWLEDGE	INT	6		Appraisal, chosen Knowledge areas
SLEIGHT OF HAND	DEX	7		Lock Picking, Pick Pocket, Illusions, Misdirection
STEALTH	DEX	7		Move Silently, Hide, Trackless Step, Spying
WILDERNESS SURVIVAL	INT	6		Hide/Find Tracks, Forage/Hunt, Traps, Ropework, Make Shelter, Knowledge Nature, Geography

TALENTS

TOTAL SPENT

UNUSED

ELEMENTAL D6 CHARACTER SHEET



	Whip	20 ft	4h	1	HIT (COUNT 4,5,6)	4	+	5	OFFENSIVE
	Full/Std	Full action grants 2 attacks (cooldown), Std. grants 1			DAMAGE (SUM)	4	+	5(6)	DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS	4	+	6	DMG/HEAL

	Wall of Fire	60 ft	-	-	HIT (COUNT 4,5,6)	5	+	5	OFFENSIVE
	Standard	10 ft tall, 5 ft thick, 25 ft long, lasts for 2 rounds			DAMAGE (SUM)	5	+	5(6)	DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS	4	+	6	DMG/HEAL

	Prison	20 ft	-	6	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Standard	Create a prison of flames around a target, lasts for 2 rounds			DAMAGE (SUM)	2	+	5	DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS	4	+	9	DMG/HEAL

	Dash	-	4h	1	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Swift	20 foot burst of movement			DAMAGE (SUM)		+		DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS		+		DMG/HEAL

	Control Heat	20 ft	-	-	HIT (COUNT 4,5,6)		+		OFFENSIVE
	Varies	Raise the temperature in target area 1 degree celsius per second			DAMAGE (SUM)		+		DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS		+		DMG/HEAL

	Fire Blast	30 ft	8h	-	HIT (COUNT 4,5,6)	2	+	5	OFFENSIVE
	Standard	Also causes burning damage if blast travels more than 20 feet (2 dmg)			DAMAGE (SUM)	2	+	5(6)	DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS	2	+	8	DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
					DAMAGE (SUM)		+		DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
					DAMAGE (SUM)		+		DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
					DAMAGE (SUM)		+		DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS		+		DMG/HEAL

					HIT (COUNT 4,5,6)		+		OFFENSIVE
					DAMAGE (SUM)		+		DEFENSIVE
	ACTION	SPECIAL / NOTES			TALENT POINTS		+		DMG/HEAL