

MAGIC OF INCARNUM™



CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

TYPE AND SUBTYPE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER |
|--------------------------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|
| AC ARMOR CLASS | 10 | + | + | + | + | + | + |

| | |
|-----------------------------|--|
| TOUCH ARMOR CLASS | |
|-----------------------------|--|

| | |
|-----------------------------------|--|
| FLAT-FOOTED ARMOR CLASS | |
|-----------------------------------|--|

| TOTAL | NONLETHAL DAMAGE |
|-------------------------|------------------|
| HP HIT POINTS | |
| WOUNDS/CURRENT HP | |
| DAMAGE REDUCTION | |

| TOTAL | DEX MODIFIER | MISC. MODIFIER |
|-------------------------------|--------------|----------------|
| INITIATIVE MODIFIER | | |

| CONDITIONAL AC MODIFIERS | ESSENTIA POOL |
|--------------------------|---------------|
| | |

| CLASS SKILL? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|--------------|------------|-------------|----------------|------------------|-------|---------------|
| | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| | |
|--------------------------|--|
| BASE ATTACK BONUS | |
|--------------------------|--|

| | |
|-------------------------|--|
| SPELL RESISTANCE | |
|-------------------------|--|

| GRAPPLE | MODIFIER | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC. MODIFIER |
|---------|----------|-------|-------------------|-------------------|---------------|----------------|
| | | | | | | |

| | |
|--------------|--|
| SPEED | |
|--------------|--|

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------------|--------|----------|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |
| AMMUNITION | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------------|--------|----------|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |
| AMMUNITION | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------------|--------|----------|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |
| AMMUNITION | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------------|--------|----------|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |
| AMMUNITION | | | |

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------------|--------|----------|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |
| AMMUNITION | | | |







| | | | | | | |
|---|------|--|--|--|--|--|
| <input type="checkbox"/> APPRAISE ■ | INT | | | | | |
| <input type="checkbox"/> BALANCE ■ | DEX* | | | | | |
| <input type="checkbox"/> BLUFF ■ | CHA | | | | | |
| <input type="checkbox"/> CLIMB ■ | STR* | | | | | |
| <input type="checkbox"/> CONCENTRATION ■ | CON | | | | | |
| <input type="checkbox"/> CRAFT ■ () | INT | | | | | |
| <input type="checkbox"/> CRAFT ■ () | INT | | | | | |
| <input type="checkbox"/> CRAFT ■ () | INT | | | | | |
| <input type="checkbox"/> DECIPHER SCRIPT | INT | | | | | |
| <input type="checkbox"/> DIPLOMACY ■ | CHA | | | | | |
| <input type="checkbox"/> DISABLE DEVICE | INT | | | | | |
| <input type="checkbox"/> DISGUISE ■ | CHA | | | | | |
| <input type="checkbox"/> ESCAPE ARTIST ■ | DEX* | | | | | |
| <input type="checkbox"/> FORGERY ■ | INT | | | | | |
| <input type="checkbox"/> GATHER INFORMATION ■ | CHA | | | | | |
| <input type="checkbox"/> HANDLE ANIMAL | CHA | | | | | |
| <input type="checkbox"/> HEAL ■ | WIS | | | | | |
| <input type="checkbox"/> HIDE ■ | DEX* | | | | | |
| <input type="checkbox"/> INTIMIDATE ■ | CHA | | | | | |
| <input type="checkbox"/> JUMP ■ | STR* | | | | | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | | |
| <input type="checkbox"/> LISTEN ■ | WIS | | | | | |
| <input type="checkbox"/> MOVE SILENTLY ■ | DEX* | | | | | |
| <input type="checkbox"/> OPEN LOCK | DEX | | | | | |
| <input type="checkbox"/> PERFORM ■ () | CHA | | | | | |
| <input type="checkbox"/> PERFORM ■ () | CHA | | | | | |
| <input type="checkbox"/> PERFORM ■ () | CHA | | | | | |
| <input type="checkbox"/> PROFESSION () | WIS | | | | | |
| <input type="checkbox"/> PROFESSION () | WIS | | | | | |
| <input type="checkbox"/> RIDE ■ | DEX | | | | | |
| <input type="checkbox"/> SEARCH ■ | INT | | | | | |
| <input type="checkbox"/> SENSE MOTIVE ■ | WIS | | | | | |
| <input type="checkbox"/> SLEIGHT OF HAND | DEX* | | | | | |
| <input type="checkbox"/> SPELLCRAFT | INT | | | | | |
| <input type="checkbox"/> SPOT ■ | WIS | | | | | |
| <input type="checkbox"/> SURVIVAL ■ | WIS | | | | | |
| <input type="checkbox"/> SWIM ■ | STR* | | | | | |
| <input type="checkbox"/> TUMBLE | DEX* | | | | | |
| <input type="checkbox"/> USE MAGIC DEVICE | CHA | | | | | |
| <input type="checkbox"/> USE ROPE ■ | DEX | | | | | |
| <input type="checkbox"/> | | | | | | |
| <input type="checkbox"/> | | | | | | |

■ Denotes a skill that can be used untrained. □ Mark this box with an X if the skill is a class skill for character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible][illegible]TOTAL WEIGHT
CARRIED

CARRYING CAPACITY

| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2 X MAX LOAD | PUSH OR DRAG 5 X MAX LOAD |
|---|---|---|---|---|---|
|  |  |  |  |  |  |

CARRYING CAPACITY WHILE RAGING

Diagram illustrating the relationship between load type and maximum load capacity:

- LIGHT LOAD**
- MEDIUM LOAD**
- HEAVY LOAD**
- LIFT OVER HEAD**
EQUALS MAX LOAD
- LIFT OFF GROUND**
2 X MAX LOAD
- PUSH OR DRAG**
5 X MAX LOAD

CONTAINERS

[illegible]

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

[illegible]

WEALTH

| MONEY | GEMS | ART | OTHER |
|-------|------|-----|-------|
| CP— | | | |
| SP— | | | |
| GP— | | | |
| PP— | | | |



[illegible]

| SOULMELDS | |
|---|---|
| NUMBER OF SOULMELDS <div style="border: 1px solid black; width: 100px; height: 40px; margin-top: 5px;"></div> | ESSENTIA CAPACITY <div style="border: 1px solid black; width: 100px; height: 40px; margin-top: 5px;"></div> |
| CONDITIONAL CAPACITY MODIFIERS <div style="border-bottom: 1px solid black; height: 20px; margin-top: 5px;"></div> <div style="border-bottom: 1px solid black; height: 20px; margin-top: 5px;"></div> <div style="border-bottom: 1px solid black; height: 20px; margin-top: 5px;"></div> | |
| CHAKRA BINDS <div style="border: 1px solid black; width: 100px; height: 40px; margin-top: 5px;"></div> | |
| CHAKRAS AVAILABLE <div style="border-bottom: 1px solid black; height: 20px; margin-top: 5px;"></div> <div style="border-bottom: 1px solid black; height: 20px; margin-top: 5px;"></div> <div style="border-bottom: 1px solid black; height: 20px; margin-top: 5px;"></div> | |
| SAVE DC <div style="border: 1px solid black; width: 100px; height: 40px; margin-top: 5px;"></div> <div style="text-align: center; font-size: 0.8em; margin-top: 5px;">(10+ ABILITY MODIFIER)</div> | <div style="text-align: center; font-size: 1.5em; margin-bottom: 5px;">+</div> INVESTED ESSENTIA |

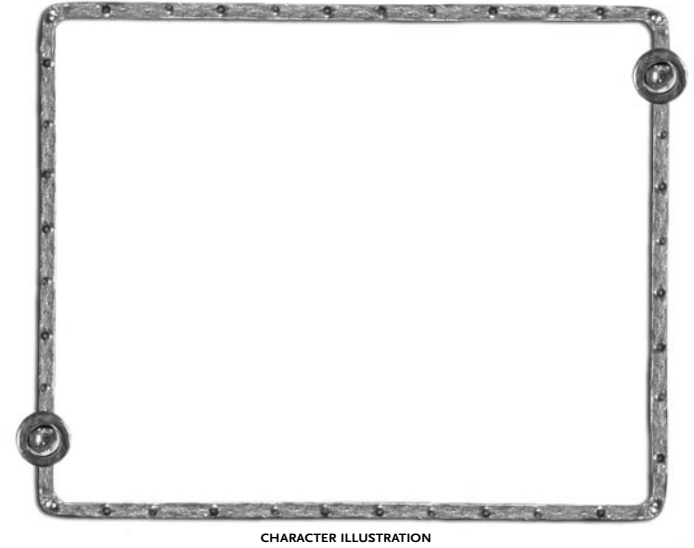


| EXPERIENCE | | |
|-----------------------|------------------|-----|
| EXPERIENCE | | |
| NEEDED FOR NEXT LEVEL | LEVEL ADJUSTMENT | ECL |

| ARMOR/PROTECTIVE ITEMS | | | | |
|------------------------|--------------------|----------|--------------------|--------------------|
| ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX | |
| | | | | |
| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
| | | | | |
| SHIELD/PROTECTIVE ITEM | | AC BONUS | WEIGHT | CHECK PENALTY |
| | | | | |
| SPELL FAILURE | SPECIAL PROPERTIES | | | |
| | | | | |
| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES | |
| | | | | |
| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES | |
| | | | | |

| AFFILIATIONS AND ENEMIES | |
|--------------------------|--|
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| RACIAL TRAITS | |
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CHARACTER ILLUSTRATION

| CLASS FEATURES | |
|----------------|-----------|
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |
| CLASS FEATURE | PAGE REF. |
| NOTES | |
| | |



SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6

SOULMELD _____ CHAKRA _____

BASE EFFECT _____

BIND EFFECT _____ BIND ☐

ESSENTIA EFFECT _____

1 2 3 4 5 6



CHAKRAS AND BODY SLOTS

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

CROWN CHAKRA

Headband, helmet, hat, phylactery. Abilities related to mental improvement, ranged attacks, interaction, morale, and alignment.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

BROW CHAKRA

Eye lenses, goggles. Abilities related to vision.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

HANDS CHAKRA

Gloves, gauntlets. Abilities related to quickness and destructive power.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

RING BODY SLOTS

No corresponding chakras.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

ARMS CHAKRA

Bracers, bracelets. Abilities related to combat and allies.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

FEET CHAKRA

Boots. Abilities related to movement.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

THROAT CHAKRA

Amulet, brooch, medallion, necklace, periapt, scarab. Abilities related to protection and discernment.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

SHOULDERS CHAKRA

Cloak, cape, mantle. Abilities related to transformation and protection.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

HEART CHAKRA

Shirt, vest, vestment. Abilities related to physical and class ability improvement.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

WAIST CHAKRA

Belt. Abilities related to physical improvement.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

SOUL CHAKRA

Robe, armor. Multiple effects and abilities.

| SOULMELD | BOUND |
|----------|-------|
| | |
| SOULMELD | BOUND |
| | |

TOTEM CHAKRA

No corresponding body slot.

