

General Information

Name		Race		Classes and Level		Exp.	
Score							
Bonus							
	Strength	Constitution	Dexterity	Wisdom	Intelligence	Charisma	Willpower
Save Bonus							
	Resilience		Initiative		Wits		Willpower

Armor Type, AC and Breakage	Armor Weakness	Movement
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Max. Hit Points	Current Hit Points	Temporary Hit Points	Hit Dice
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Vulnerabilities	Resistances	Immunities
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(10, 15, 20, 25, 30) Successes - , Fails -

Size	Senses	Current Reaction DC	Death Status
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Weapons and Common Attacks

<i>Weapon Name</i>	<i>Hit Bonus</i>	<i>Damage Die</i>	<i>Weapon Properties</i>	<i>Breakage</i>

Features and Resources

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Proficiencies (Bonus: + , Cap: /)

Skills:

<i>Skill</i>	<i>Training</i>	<i>Bonuses</i>
Acrobatics		Dex -
Athletics		Str - , Con -
Culture		Int -
Deception		Cha -
History		Int -
Insight		Wis -
Intimidation		Str - , Cha -
Investigation		Int -

<i>Skill</i>	<i>Training</i>	<i>Bonuses</i>
Medicine		Wis - , Int -
Nature		Wis - , Int -
Perception		Wis -
Performance		Cha -
Persuasion		Cha -
Sleight of Hand		Dex -
Stealth		Dex - , Cha -
Sorcery		Wis - , Int -

Tools:

<i>Tool</i>	<i>Crafting Bonus</i>	<i>Training</i>
Alchemist	Str - , Int -	
Artist	Dex - , Int -	
Clothier	Dex - , Int -	

<i>Tool</i>	<i>Crafting Bonus</i>	<i>Training</i>
Runecarver	Int - , Casting -	
Smith	Str - , Int -	
Woodworker	Str - , Int -	

Armor and Weapons:

<i>Armor Type</i>	<i>Training</i>	<i>AC Bonus</i>
Light		+ Dex
Medium		+ Dex / 2
Heavy		Constant
Shields		Additive

<i>Weapons</i>		

Languages:

Saving Throws:

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Inventory

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Lightweight Commodities:

<i>Coin</i>	<i>#</i>	<i>SP Worth</i>
Copper (cc)		
Silver (sc)		
Gold (gc)		

1 sc = 100 cc

$$1 \text{ gc} = 100 \text{ sc}$$

<i>Gem</i>	<i>#</i>	<i>SP Worth / #</i>

<i>Gem</i>	<i>#</i>	<i>SP Worth / #</i>

Martial Techniques

of techniques by class:

[illegible]

Magic

<i>Magic Type</i>	<i>Level</i>	<i>Attribute</i>	<i>Spellcasting Bonus</i>	<i>Spell Save DC</i>	<i>Resource</i>
Arcana		Intelligence			<i>Resonance:</i> 1st - , 2nd - , 3rd - , 4th - , 5th -
Auramancy		Wisdom			<i>Mana:</i> Max - , Cur - , Lim -
Histolecty		Charisma			<i>Influence:</i> Max - , Cur - <i>Binds:</i> Max -

Spells Known

[illegible][illegible]

Background

Age	Gender	Height	Body Type	Birthyear	Birthplace
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Appearance:

Personality:

Background:

Allegiances:

Goals: