General Information

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| Name | | | | | | | | |  | | Race | | | | | |  | | | Classes and Level | | | | | | | |  | Exp. | |
| Score |  |  | | |  | |  | | | | | |  |  |  | | |  | | |  |  | |  | |  |  |  | |
| Bonus |  |  | | |  | |  | | | | | |  |  |  | | |  | | |  |  | |  | |  |  |  | |
|  |  | Strength | | |  | | Constitution | | | | | |  | Dexterity |  | | | Wisdom | | |  | Intelligence | |  | | Charisma |  | Willpower | |
| Save Bonus |  |  | | | | | | | | | | |  |  | | | | | | |  |  | | | | |  |  | |
|  |  | Resilience | | | | | | | | | | |  | Initiative | | | | | | |  | Wits | | | | |  | Willpower | |
| / ( ) | | | | | | | | | |  | |  | | | | | | | | | | | |  | |  | | | | |
| Curr. / Max. (Temp.) Hit Points | | | | | | | | | |  | | Hit Dice | | | | | | | | | | | |  | | Movement | | | | |
|  | | | | | |  | |  | | | | | | | | | | | | | | |  | |  | | | | | | |
| Vulnerabilities | | | | | |  | | Resistances | | | | | | | | | | | | | | |  | | Immunities | | | | | | |
|  | | |  |  | | | | | | | | | | | |  | | | (10, 15, 20, 25, 30) | | | | |  | | Successes - , Fails - . | | | | |
| Size | | |  | Senses | | | | | | | | | | | |  | | | Current Reaction DC | | | | |  | | Death Status | | | | |

Battle-Ready Gear

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ***Armor*** | ***Type*** | ***Weight Category*** | ***AC*** | ***Armor Weakness*** | ***Upgrades*** | ***Break*** |
| A black background with a black square  AI-generated content may be incorrect. |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| ***Arms*** | ***Type*** | ***Weight Category*** | ***To-Hit*** | ***Damage*** | ***Properties / Upgrades*** | ***Break*** |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  | unarmed | light |  | 1d3 bludgeoning | Natural, Finesse |  |
|  |  |  |  |  |  |  |
| ***Pouch*** | ***Type*** | ***Weight Category*** | ***Notes*** | | | |
| **1** |  | light |  | | | |
| **2** |  | light |  | | | |
| **3** |  | light |  | | | |
| **4** |  | light |  | | | |

Features and Resources

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ***Name*** | ***Description*** | ***Refresh*** |  | ***Name*** | ***Description*** | ***Refresh*** |
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Martial Techniques

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| --- | --- | --- | --- |
| ***Prep*** | ***Technique*** | ***Keywords*** | ***Description*** |
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Magic

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ***Type*** | ***Level*** | ***Attribute*** | ***Casting Bonus*** | ***Save DC*** | ***Resource*** |
| Arcana |  | Intelligence |  |  | *Resonance:* 1st - , 2nd - ,  3rd - , 4th - , 5th - |
| Auramancy |  | Wisdom |  |  | *Mana:* Max - , Cur - , Lim - . |
| Histolecty |  | Charisma |  |  | *Influence:* Max - , Cur - , *Binds* - . |

Spells Known

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ***Spell*** | ***Magic Type*** | ***Level*** |  | ***Spell*** | ***Magic Type*** | ***Level*** |
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Proficiencies (Bonus: + , Cap: / )

Skills:

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| --- | --- | --- | --- | --- | --- | --- |
| ***Skill*** | ***Training*** | ***Bonuses*** |  | ***Skill*** | ***Training*** | ***Bonuses*** |
| Acrobatics |  | Dex - |  | Medicine |  | Wis - , Int - |
| Athletics |  | Str - , Con - |  | Nature |  | Wis - , Int - |
| Culture |  | Int - |  | Perception |  | Wis - |
| Deception |  | Cha - |  | Performance |  | Cha - |
| History |  | Int - |  | Persuasion |  | Cha - |
| Insight |  | Wis - |  | Sleight of Hand |  | Dex - |
| Intimidation |  | Str - , Cha - |  | Stealth |  | Dex - , Cha - |
| Investigation |  | Int - |  | Sorcery |  | Wis - , Int - |

Tools:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ***Tool*** | ***Crafting Bonus*** | ***Training*** |  | ***Tool*** | ***Crafting Bonus*** | ***Training*** |
| Alchemist | Wis - , Int - |  |  | Runecarver | Casting - , Int - |  |
| Armorer | Dex - , Int - |  |  | Weaponsmith | Str - , Int - |  |
| Provisioner | Wis - , Int - |  |  |  |  |  |

Armor and Weapons:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ***Armor Type*** | ***Training*** | ***AC Bonus*** |  | ***Weapons*** | |
| Light |  | + Dex |  | Hurler – | Skewer – |
| Medium |  | + Dex / 2 |  | Pugilist – | Sweeper – |
| Heavy |  | Constant |  | Sharpshooter – | Swiftblade – |
| Shields |  | Additive |  |  | |

Languages:

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Saving Throws:

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Inventory

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| ***Name*** | ***#*** | ***Bulk*** | ***D*** | ***B*** | ***P*** | ***?*** |  | ***Name*** | ***#*** | ***Bulk*** | ***D*** | ***B*** | ***P*** | ***?*** |
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Lightweight Commodities:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Coin*** | ***#*** | ***SP Worth*** |  | ***Coin*** | ***#*** | ***SP Worth / #*** |  | ***Coin*** | ***#*** | ***SP Worth / #*** |
| Copper (cc) |  |  |  |  |  |  |  |  |  |  |
| Silver (sc) |  |  |  |  |  |  |  |  |  |  |
| Gold (gc) |  |  |  |  |  |  |  |  |  |  |

1 sc = 100 cc  
1 gc = 100 sc

Background

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |
| Age |  | Gender |  | Height |  | Body Type |  | Birthyear |  | Birthplace |

**Appearance:**

**Personality:**

**Background:**

**Allegiances:**

**Goals:**