	H	IINTS: ATTACKS	SKILLS STATS	MANUAL: AC II	NITIATIVE SAVES	SKILLS SPELLCA	STING ALL	
CHARACTER			PLAYE	R			LEVEL	
RACE		SEX	CAMP	AIGN			AGE	
BACKGROUND			ALIGN	IMENT			SIZE	
CLASSES &			PATRO	N / GOD			HEIGH	т
LEVELS			APPE	ARANCE			WEIGH	ІТ
	SCORE MODIFIER	SAVING THROW	н	T POINTS	НІТ	DICE USED	SKILLS & PROFI	CIENCIES
STRENGTH								MODIFIER
DEXTERITY		-					PROFICIENCY BONUS	
CONSTITUTION		_					JACK OF ALL TRADES	
INTELLIGENCE		_					REMARKABLE ATHLETE	
WISDOM		_	MAXIMUM	TEMPORARY	SUCCE	SSFUL FAILED	PASSIVE PERCEPTION	
CHARISMA		_	MAXIMOM	TEMI ORAKI	DEATH		OBSERVANT (FEAT)	
							ACROBATICS	
ARMOR	ARMOR WORN		DEFENSES		ARMOR TY	/PE AC MODIFIER	ANIMAL HANDLING	_
							ARCANA	_
\ /	SHIELD CARRIED						ATHLETICS	
	ABILITY MODIFIERS						DECEPTION	
CLASS	OTHER ITEMS & FEATS						HISTORY	-
DAMAGE REDUCTION	STEALTH	R	ESISTANCES, IMMUNITIES	& OTHER SPECIAL DEFEN	ISES	SAVE BONUS	INSIGHT	-
	ALERT (FEAT)						INTIMIDATION	_
							INVESTIGATION	_
		EXTRA		SPECIAL POWE	ER USES /	POINTS INSPIRATION	MEDICINE	
INITIATIVE	SPEED	ATTACKS					NATURE	
w	/EAPON / ATTACK	ATTA	CK DAMAGE / EFFE	CT DAMAGE TYPE	CRITICAL / SAVE	RANGE	PERCEPTION	
							PERFORMANCE	
							PERSUASION	-
							RELIGION	-
							SLEIGHT OF HAND	
							STEALTH	-
							SURVIVAL	-
							LIGHT MEDIU	LIENAY CHIELDS
		EEATIIDES	, FEATS & NOTES				ARMOR —— -	M HEAVY SHIELDS
		PERIORES	, FEATS & NOTES				SIMPLE MARTIA	AL.
							OTHER PROFICIENCIES	e i anchacts
							OTHER PROFICIENCIES	& LANGUAGES

		LAYOU	T:						F	PORTRAIT:			CAPACITY HIN	TS	ENCUMBRANCE	
	ITEM	WEIGHT	QTY		ľ	ГЕМ		WEIGHT	QTY	Ī	ITEM		WEIGHT	_ (COINS & VALU	ABLES
															СР	
															SP	
															EP	
															GP	
															PP	
														Т	OTAL WEIGHT	
														C	ARRYING CAPACITY	
														P	USH / DRAG / LIFT	
	LVL 1 LVL 2 LVL 3 LVL 4 LVL 5	IVI 6	IVI 7	IVI 8	IVI 9	SPELLCAST	ING ABILITY	SPEI	ו חר י	SPELL ATTACK			EXPE	RIENCE F	OINTS	
SPELL SLOTS																
	LVL 1 LVL 2 LVL 3 LVL 4 LVL 5	LVL 6	LVL 7	LVL 8	LVL 9 SP	ELLS PREPAREI	D SPELL RI	ECOVERY	SC	DRCERY POINTS						
SPELLS CAST											ТОТА	۱L		NE	«T	
PREP	SPELL	LEVEL	RITUAL	TIME	RANGE	COMPS	DURATION	CONC	sou	IRCE	,		DESCR	RIPTION		
	3, 111		IIITOAL		IIAIGE	COMITS	BONATION	CONC	300	- ICE			DESCR	an How		
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CON	MPANION / ALTERNATE FORM	$\overline{}$				NOTES	5				SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / E	FFECT
l																

PERSONAL CHARACTERISTICS

PERSONAL CITY	RACIENTICS
TRAITS	
IDEALS	
BONDS	
FLAWS	
DETAILS / BACKSTORY	
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PREP	SPELL	LEVEL	RITUAL	TIME	RANGE	COMPS	DURATION	CONC	SOURCE	DESCRIPTION
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