



CHARACTER NAME

## INFORMATION

PROFESSION	LEVEL	EXPERIENCE	STORED ADV.	PLAYER
PRIMARY PATH	RACE		BACKGROUND	

## ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT						
AGL						
END						
INT						
WIS						
CHA						

## COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL		
9						
ARMOR HP		HEALTH HP		LIFE POINTS		
CUR	MAX	CUR	MAX	CUR	MAX	

## ATTACK MODIFIERS

MELEE			RANGED		
MGT	MISC	TOTAL	AGL	MISC	TOTAL

## PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE	SKILL	MISC	TOTAL	BASE	SKILL	MISC	TOTAL
10				10			

## WEAPONS &amp; ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

## FEATURES &amp; TRAITS


## TALENTS

TALENT LIST	STORED: <input type="text"/>

## SKILLS T = trained

T	SKILL NAME	ATTR	MOD	RANK	MISC	TOTAL
<input type="checkbox"/>	Acrobatics	AGL				
<input type="checkbox"/>	Animal Handling	WIS				
<input type="checkbox"/>	Appraisal	INT				
<input type="checkbox"/>	Arcana	INT				
<input type="checkbox"/>	Athletics	MGT				
<input type="checkbox"/>	Crafting	INT				
<input type="checkbox"/>	Deception	CHA				
<input type="checkbox"/>	History	INT				
<input type="checkbox"/>	Insight	WIS				
<input type="checkbox"/>	Intimidation	CHA				
<input type="checkbox"/>	Investigation	INT				
<input type="checkbox"/>	Medicine	WIS				
<input type="checkbox"/>	Nature	INT				
<input type="checkbox"/>	Perception	WIS				
<input type="checkbox"/>	Performance	CHA				
<input type="checkbox"/>	Persuasion	CHA				
<input type="checkbox"/>	Religion	INT				
<input type="checkbox"/>	Sleight of Hand	AGL				
<input type="checkbox"/>	Stealth	AGL				
<input type="checkbox"/>	Survival	WIS				

ALIGNMENT & REPUTATION

ALIGNMENT	MOD	REPUTATION	MOD
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PERSONALITY TRAITS

TRAITS	IDEAL
BOND	FLAW

PHYSICAL TRAITS

HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	SKIN	HAIR

PROFICIENCIES


LANGUAGES


CURRENCY

CP	BP	SP	GP	PP

NOTES


SPELLCRAFTING

SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS	CASTING
8 + INT Mod	INT Mod	CUR <div></div>	MAX <div></div>

SPELL NAME	CP	DETAILS

EQUIPMENT & INVENTORY

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TOTAL WEIGHT

