



CHARACTER NAME



INFORMATION

PLAYER	PROFESSION	PRIMARY PATH
BACKGROUND	RACE	ANCESTRY

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				CUR	MAX

ATTACK MODIFIERS

MELEE	RANGED
MGT <input type="text"/>	AGL <input type="text"/>

WEAPONS & ATTACKS

PASSIVE STATS

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

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				

FEATURES & TRAITS

TALENTS

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

ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
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PROFICIENCIES

LANGUAGES

NOTES

SPELLCRAFTING

SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS CUR MAX	CASTING
8 + INT Mod	INT Mod		

EQUIPMENT & INVENTORY

TOTAL WEIGHT

CURRENCY

CP	BP	SP	GP	PP

