



CHARACTER NAME	PROFESSION	LEVEL	EXPERIENCE	STORED ADV.	PLAYER
PRIMARY PATH	RACE	BACKGROUND	ALIGNMENT	ALIGN MOD	REP MOD

ABILITY SCORES

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

COMBAT STATS

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

PASSIVE STATS

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

PROFICIENCIES & LANGUAGES

PROFICIENCIES	LANGUAGES

FEATURES & TRAITS

TALENTS

TALENT LIST

STORED POINTS:

CURRENCY

CP	BP	SP	GP	PP

ATTACK MODIFIERS

MELEE		RANGED	
MGT MOD	MISC	AGL MOD	MISC

SKILLS

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				

WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE



HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	SKIN	HAIR

<b>TRAITS</b> <hr/>	<b>IDEAL</b> <hr/>
<b>BOND</b> <hr/>	<b>FLAW</b> <hr/>

--	--

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

[illegible]

--

[illegible]