



**CHARACTER NAME**

PLAYER

## **INFORMATION**

**PROFESSION**

## PRIMARY PATH

## RACE / ANCESTRY / BACKGROUND

## COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL		
9						

ARMOR HP	HEALTH HP	LIFE POINTS
CUR	CUR	CUR
MAX	MAX	MAX

## ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
<b>MGT</b>						
<b>AGL</b>						
<b>END</b>						
<b>INT</b>						
<b>WIS</b>						
<b>CHA</b>						

## WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

## ATTACK MODIFIERS

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

## PASSIVE STATS

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

## FEATURES & TRAITS

TALENTS

## TALENT LIST

STOPED.

## **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"/>	Desception	CHA				
<input type="checkbox"/>	Diplomacy	CHA				
<input type="checkbox"/>	History	INT				
<input type="checkbox"/>	Insight	INT				
<input type="checkbox"/>	Intimidation	CHA				
<input type="checkbox"/>	Investigation	INT				
<input type="checkbox"/>	Medicine	INT				
<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"/>	Slight of Hand	AGL				
<input type="checkbox"/>	Stealth	AGL				
<input type="checkbox"/>	Streetwise	INT				
<input type="checkbox"/>	Survival	WIS				
<input type="checkbox"/>	Taming	WIS				

Alignment & Reputation			
Alignment	Mod	Reputation	Mod
Personality Traits			
Traits		Ideal	
Bond		Flaw	
Advancement			
Level	Experience (XP)	Stored Advance	
Proficiencies			
Languages			

## **PHYSICAL TRAITS**

HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	SKIN	HAIR

## FEATURE DEFINITIONS (OVERFLOW)

## **TALENT DEFINITIONS (OVERFLOW)**

## ADDITIONAL OVERFLOW

## NOTES

