



CHARACTER NAME

PLAYER

INFORMATION

PROFESSION

PRIMARY PATH

RACE / ANCESTRY / BACKGROUND

COMBAT STATS

DEFENSE

BASE

9

AGL

SHIELD

MISC

TOTAL

INITIATIVE

WALK SPEED

ARMOR HP

CUR

MAX

HEALTH HP

CUR

MAX

LIFE POINTS

CUR

MAX

ABILITY SCORES

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

WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

ATTACK MODIFIERS

MELEE

MGT

MISC

TOTAL

RANGED

AGL

MISC

TOTAL

PASSIVE STATS

PERCEPTION (WIS)

BASE

10

SKILL

MISC

TOTAL

INSIGHT (INT)

BASE

10

SKILL

MISC

TOTAL

FEATURES & TRAITS

TALENTS

TALENT LIST

STORED:

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
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PERSONALITY TRAITS

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

ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
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PROFICIENCIES

[illegible]

LANGUAGES

SPELLCRAFTING

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

[illegible]

EQUIPMENT & INVENTORY

[illegible]

TOTAL WEIGHT

CURRENCY

CP	BP	SP	GP	PP

PHYSICAL TRAITS

HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	SKIN	HAIR

FEATURE DEFINITIONS (OVERFLOW)

[illegible]

TALENT DEFINITIONS (OVERFLOW)

[illegible]

ADDITIONAL OVERFLOW

[illegible]

NOTES

Lined area for notes.

