



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						

PASSIVE STATS

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

PROFICIENCIES & LANGUAGES

PROFICIENCIES	LANGUAGES

FEATURES & TRAITS

TALENTS

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

CURRENCY

CP	BP	SP	GP	PP

COMBAT STATS

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

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

Character Name Page 2

Physical Traits				Spellcrafting			
Height	Weight	Size	Age	SPELL TN SAVE 8 + INT Mod	ATTACK BONUS INT Mod	CRAFTING PTS CUR [] MAX []	CASTING
Creature Type	Eyes	Skin	Hair				
Personality							
Traits		Ideal					
Bond		Flaw					
Backstory							
Equipment & Inventory							
Notes							