

Level

Character Name

Race

Player Name

Stat Distribution

Background

Talent Distribution

Armor

Initiative

Current/Max HP

Health

Dexterity

Smarts

Attunement

Character Portrait

Quick Rolls

Bonus Type

Bonus %

Weapon

Damage

Weapon

Damage

Weapon

Damage

Armor

Value

Shield

Value

Spell Name

Effect

Duration

Gear and Tools

Character Motivation

Gold

Gems/Art/Valuable items

Silver

Mundane Junk

Copper

Magical Junk

Max Carry Weight

Carried Weight