

CHARACTER NAME

PLAYER NAME

SPECIES / SUBSPECIES

RESPONSE

ARMOR RATING

DODGE

CONSTELLATION

BACKGROUND

UPBRINGING

POWER

MAGICKA

PROFICIENCY BONUS

CLASS/LVL

<div>CHARISMA</div> <div>SCORE</div> <div>MOD</div>	<div>Skill</div> <div>Active/ Passive</div> <div><div>Deception</div><div>Distraction</div><div>Intimidation</div><div>Performance</div><div>Persuasion</div></div>	<div>SPEED IN M (FT = M * 3 1/3)</div> <div>WALKING</div> <div>FLYING</div> <div>BURROWING</div> <div>CLIMBING</div> <div>SWIMMING</div>
<div>CONSTITUTION</div> <div>SCORE</div> <div>MOD</div>	<div>Skill</div> <div>Active/ Passive</div> <div><div>Fortitude (save)</div><div>Stamina</div></div>	<div>HIT POINTS</div> <div>MAX</div> <div>CUR</div> <div>TEMP</div> <div>HIT DICE D</div> <div>SPIRIT POINTS</div> <div>MAX</div> <div>CUR</div> <div>TEMP</div> <div>SPIRIT DICE D</div>
<div>DEXTERITY</div> <div>SCORE</div> <div>MOD</div>	<div>Skill</div> <div>Active/ Passive</div> <div><div>Acrobatics</div><div>Harvesting</div><div>Reflex (save)</div><div>Sleight of Hand</div><div>Stealth</div><div>Swimming</div></div>	<div>DEATH SAVES</div> <div>SUCCESSES</div> <div>FAILURES</div> <div>DISABILITIES</div> <div>EXHAUSTION</div> <div>TRAUMA</div>
<div>INTELLIGENCE</div> <div>SCORE</div> <div>MOD</div>	<div>Skill</div> <div>Active/ Passive</div> <div><div>Arcana</div><div>History</div><div>Investigation</div><div>Knowledge</div><div>Nature</div><div>Religion</div></div>	<div>CONDITIONS</div> <div>Arcane Backlash</div> <div>Cursed</div> <div>Frightened</div> <div>Invisible</div> <div>Poisoned</div> <div>Stabilized</div> <div>Unconscious</div> <div>Blinded</div> <div>Deafened</div> <div>Grappled</div> <div>Paralyzed</div> <div>Prone</div> <div>Stunned</div> <div>Charmed</div> <div>Death</div> <div>Incapacitated</div> <div>Petrified</div> <div>Restrained</div> <div>Terrified</div>
<div>STRENGTH</div> <div>SCORE</div> <div>MOD</div>	<div>Skill</div> <div>Active/ Passive</div> <div><div>Athletics</div><div>Climbing</div><div>Intimidation</div></div>	<div>COMBAT</div> <div>SPELL/SKILL ATTACKS</div> <div>CHA</div> <div>CON</div> <div>DEX</div> <div>INT</div> <div>STR</div> <div>WIS</div> <div>SPELL/SKILL SAVES</div> <div>CHA</div> <div>CON</div> <div>DEX</div> <div>INT</div> <div>STR</div> <div>WIS</div>
<div>WISDOM</div> <div>SCORE</div> <div>MOD</div>	<div>Skill</div> <div>Active/ Passive</div> <div><div>Animal Handling</div><div>Insight</div><div>Medicine</div><div>Perception</div><div>Survival</div><div>Willpower (save)</div></div>	<div>WEAPONRY</div> <div>MAIN MELEE WEAPON</div> <div>PUMMEL:</div> <div>SWING:</div> <div>THROW:</div> <div>THRUST:</div> <div>PARRY:</div> <div>EFFECT:</div> <div>ANCILLARY WEAPON</div> <div>PUMMEL:</div> <div>SWING:</div> <div>THROW:</div> <div>THRUST:</div> <div>PARRY:</div> <div>EFFECT:</div> <div>MAIN RANGED WEAPON</div> <div>ATTACK:</div> <div>EFFECT:</div> <div>SIDEARM</div> <div>ATTACK:</div> <div>EFFECT:</div> <div>ARMOR</div>

PROFICIENCIES

Armor

- ☐ Armor (Heavy)
- ☐ Armor (Light)
- ☐ Armor (Medium)

Shield

- ☐ Shield (Heavy)
- ☐ Shield (Light)
- ☐ Shield (Medium)

Weapon

- ☐ Weapons (Finesse)
- ☐ Weapons (Heavy)
- ☐ Weapons (Light)
- ☐ Weapons (Loading)
- ☐ Weapons (Martial)
- ☐ Weapons (Off-Handed)
- ☐ Weapons (One-Handed)
- ☐ Weapons (Ranged)
- ☐ Weapons (Reach)
- ☐ Weapons (Throwing)
- ☐ Weapons (Two-Handed)

Profession

- ☐ Alchemist (supplies)
- ☐ Artist (supplies)
- ☐ Blacksmith (forging supplies)
- ☐ Brewer (supplies)
- ☐ Calligrapher (tools)
- ☐ Cartographer (tools)
- ☐ Chef (cooking supplies)
- ☐ Clay potter (tools)
- ☐ Criminal (thieves' tools and forgery kit)
- ☐ Glass worker (tools)
- ☐ Herbalist (kit)
- ☐ Jeweler (kit)
- ☐ Leather worker (kit)
- ☐ Make-up artist (kit)
- ☐ Medic (Healer's kit)
- ☐ Mountaineer (climbers kit)
- ☐ Musician (musical instrument)
- ☐ Navigator (tools)
- ☐ Poisoner (kit)
- ☐ Stone worker (supplies)
- ☐ Weaver (supplies)
- ☐ Wood worker (supplies)

Other

- ☐ Dual-Wielding
- ☐ Spellcasting

PROFICIENCIES

Language

- ☐ Abyssal
- ☐ Ælvish
- ☐ Aviron
- ☐ Celestial
- ☐ Common
- ☐ Demonic
- ☐ Devilish
- ☐ Draconic
- ☐ Dwarfish
- ☐ Endrüm
- ☐ Giant Tongue
- ☐ Gnomish
- ☐ Hellish
- ☐ Höfling
- ☐ Lunaria
- ☐ Orcish
- ☐ Primordial
- ☐ Sign Language
- ☐ Syldarnya
- ☐ UnderCommon

Mount

- ☐ Mount (Aquatic Gargantuan)
- ☐ Mount (Aquatic Large)
- ☐ Mount (Aquatic Medium)
- ☐ Mount (Aquatic Small)
- ☐ Mount (Flying Gargantuan)
- ☐ Mount (Flying Large)
- ☐ Mount (Flying Medium)
- ☐ Mount (Flying Small)
- ☐ Mount (Land Gargantuan)
- ☐ Mount (Land Large)
- ☐ Mount (Land Medium)
- ☐ Mount (Land Small)

Vehicle

- ☐ Vehicle (Flying Gargantuan)
- ☐ Vehicle (Flying Large)
- ☐ Vehicle (Flying Medium)
- ☐ Vehicle (Flying Small)
- ☐ Vehicle (Land Gargantuan)
- ☐ Vehicle (Land Large)
- ☐ Vehicle (Land Medium)
- ☐ Vehicle (Land Small)
- ☐ Vehicle (Water Gargantuan)
- ☐ Vehicle (Water Large)
- ☐ Vehicle (Water Medium)
- ☐ Vehicle (Water Small)

EQUIPMENT

CLASSES

Primary Class

LVL

Primary subclass

MULTI-CLASSING

CLASS ABILITIES

PERKS AND ALTER-CLASSING

SPELLS

SPELLS

SPELLS