

CHARACTER NAME

PLAYER NAME

SPECIES / SUBSPECIES

RESPONSE

ARMOR RATING

DODGE

CONSTELLATION

BACKGROUND

UPBRINGING

POWER

MAGICKA

PROFICIENCY BONUS

CLASS/LVL

CHARISMA

SCORE

MOD

Skill

Active/ Passive

Deception

Distraction

Intimidation

Performance

Persuasion

SPEED IN M (FT = M * 3 1/3)

WALKING

FLYING

BURROWING

CLIMBING

SWIMMING

HIT POINTS

MAX

CUR

TEMP

SPIRIT POINTS

MAX

CUR

TEMP

DEATH SAVES

SUCCESSES

FAILURES

DISABILITIES

EXHAUSTION

TRAUMA

CONSTITUTION

SCORE

MOD

Skill

Active/ Passive

Fortitude (save)

Stamina

COMBAT

SPELL/SKILL ATTACKS

CHA

CON

DEX

INT

STR

WIS

SPELL/SKILL SAVES

CHA

CON

DEX

INT

STR

WIS

WEAPONRY

MAIN MELEE WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

ANCILLARY WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

INTELLIGENCE

SCORE

MOD

Skill

Active/ Passive

Arcana

History

Investigation

Knowledge

Nature

Religion

COMBAT

SPELL/SKILL ATTACKS

CHA

CON

DEX

INT

STR

WIS

SPELL/SKILL SAVES

CHA

CON

DEX

INT

STR

WIS

WEAPONRY

MAIN MELEE WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

ANCILLARY WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

STRENGTH

SCORE

MOD

Skill

Active/ Passive

Athletics

Climbing

Intimidation

COMBAT

SPELL/SKILL ATTACKS

CHA

CON

DEX

INT

STR

WIS

SPELL/SKILL SAVES

CHA

CON

DEX

INT

STR

WIS

WEAPONRY

MAIN MELEE WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

ANCILLARY WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

WISDOM

SCORE

MOD

Skill

Active/ Passive

Animal Handling

Insight

Medicine

Perception

Survival

Willpower (save)

COMBAT

SPELL/SKILL ATTACKS

CHA

CON

DEX

INT

STR

WIS

SPELL/SKILL SAVES

CHA

CON

DEX

INT

STR

WIS

WEAPONRY

MAIN MELEE WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

ANCILLARY WEAPON

PUMMEL:

SWING:

THROW:

THRUST:

PARRY:

EFFECT:

ARMOR

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