

CHARACTER NAME _____ PLAYER NAME _____ SPECIES / SUBSPECIES _____

CONSTELLATION _____ BACKGROUND _____ UPBRINGING _____

CLASS/LVL _____

RESPONSE

ARMOR RATING

DODGE

POWER

MAGICKA

PROFICIENCY BONUS

CHARISMA

SCORE

MOD

Skill

- Deception
- Distraction
- Intimidation
- Performance
- Persuasion

Active/ Passive

SPEED IN M (FT = M * 3¹/₃)

WALKING FLYING BURROWING CLIMBING SWIMMING

CONSTITUTION

SCORE

MOD

Skill

- Fortitude (save)
- Stamina

Active/ Passive

HIT POINTS

MAX CUR TEMP

HIT DICE D

SPIRIT POINTS

MAX CUR TEMP

SPIRIT DICE D

DEXTERITY

SCORE

MOD

Skill

- Acrobatics
- Harvesting
- Reflex (save)
- Sleight of Hand
- Stealth
- Swimming

Active/ Passive

DEATH SAVES

SUCCESSSES

FAILURES

DISABILITIES

EXHAUSTION

TRAUMA

INTELLIGENCE

SCORE

MOD

Skill

- Arcana
- History
- Investigation
- Knowledge
- Nature
- Religion

Active/ Passive

CONDITIONS

Arcane Backlash	<input type="radio"/>	Blinded	<input type="radio"/>	Charmed	<input type="radio"/>
Cursed	<input type="radio"/>	Deafened	<input type="radio"/>	Death	<input type="radio"/>
Frightened	<input type="radio"/>	Grappled	<input type="radio"/>	Incapacitated	<input type="radio"/>
Invisible	<input type="radio"/>	Paralyzed	<input type="radio"/>	Petrified	<input type="radio"/>
Poisoned	<input type="radio"/>	Prone	<input type="radio"/>	Restrained	<input type="radio"/>
Stabilized	<input type="radio"/>	Stunned	<input type="radio"/>	Terrified	<input type="radio"/>
Unconscious	<input type="radio"/>				

STRENGTH

SCORE

MOD

Skill

- Athletics
- Climbing
- Intimidation

Active/ Passive

COMBAT

SPELL/SKILL ATTACKS

CHA	CON	DEX	INT	STR	WIS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL/SKILL SAVES

CHA	CON	DEX	INT	STR	WIS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WISDOM

SCORE

MOD

Skill

- Animal Handling
- Insight
- Medicine
- Perception
- Survival
- Willpower (save)

Active/ Passive

WEAPONRY

MAIN MELEE WEAPON	ANCILLARY WEAPON
PUMMEL: <input type="text"/>	PUMMEL: <input type="text"/>
SWING: <input type="text"/>	SWING: <input type="text"/>
THROW: <input type="text"/>	THROW: <input type="text"/>
THRUST: <input type="text"/>	THRUST: <input type="text"/>
PARRY: <input type="text"/>	PARRY: <input type="text"/>
EFFECT: <input type="text"/>	EFFECT: <input type="text"/>

MAIN RANGED WEAPON	SIDEARM
ATTACK: <input type="text"/>	ATTACK: <input type="text"/>
EFFECT: <input type="text"/>	EFFECT: <input type="text"/>

ARMOR

<input type="text"/>	<input type="text"/>
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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)
- Glass worker (tools kit)
- 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