

CLASS _____ PLAYER NAME _____

TRADE _____ WORKSHOP _____

BACKGROUND _____ RACE _____




MEDIA PRIMARY _____ MEDIA SECONDARY _____

ALIGNMENT _____ LEVEL _____ EXP _____


LINGUA FRANCA _____ TIER _____

FAILURES  SUCCESSES 



DEATH SAVES 


  

PASSIVE PERCEPTION INSPIRATION PROFICIENCY BONUS





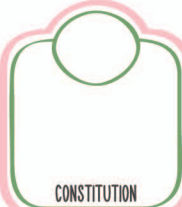
STRENGTH

  _____ SAVING THROWS
_____ ATHLETICS




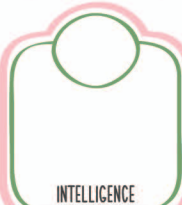
DEXTERITY

  _____ SAVING THROWS
_____ ACROBATICS
_____ SLEIGHT OF HAND
_____ STEALTH






CONSTITUTION

 _____ SAVING THROWS






INTELLIGENCE

  _____ SAVING THROWS
_____ ARCANAE
_____ HISTORY
_____ INVESTIGATION
_____ NATURE
_____ RELIGION





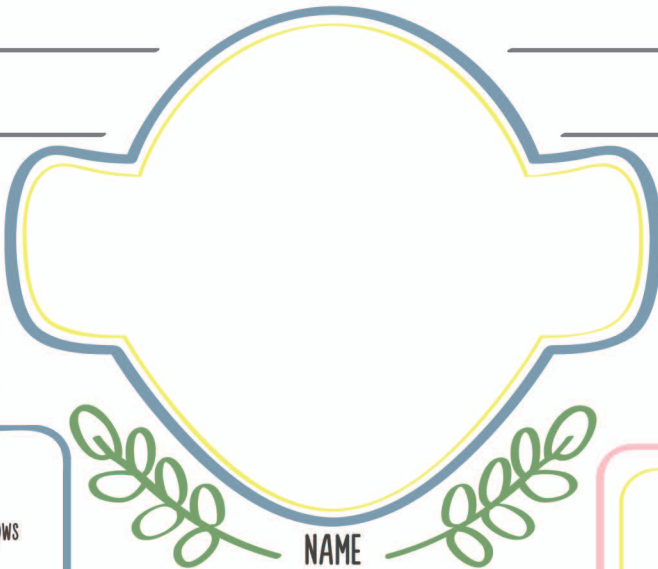
WISDOM

  _____ SAVING THROWS
_____ ANIMAL HANDLING
_____ INSIGHT
_____ MEDICINE
_____ PERCEPTION
_____ SURVIVAL



CHARISMA




  _____ SAVING THROWS
_____ DECEPTION
_____ INTIMIDATION
_____ PERFORMANCE
_____ PERSUASION



NAME

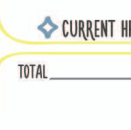

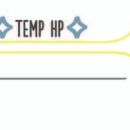
AC INITIATIVE SPEED

SPELLCASTING CLASS

SPELLCASTING ABILITY SPELL SAVE DC SPELL ATK BONUS










HP MAX _____


  

CURRENT HP TEMP HP

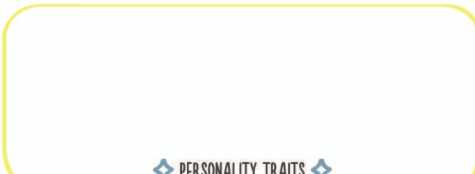
TOTAL _____ MAX _____

HIT DICE STAMINA

WEAPON	ATK BONUS	DAMAGE / TYPE
		
		
		



ATTACKS & SPELLCASTING



PERSONALITY TRAITS



IDEALS



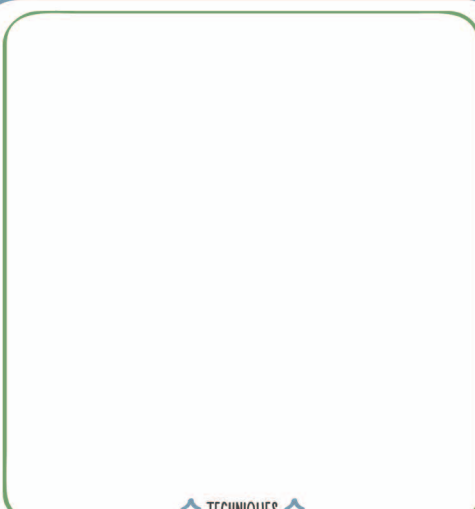
BONDS



FLAWS



DREAM PROJECT



TECHNIQUES



TOOL PROFICIENCIES



OTHER PROFICIENCIES & LANGUAGES

0

CANTRIPS

3

6

1

TOTAL SLOTS

EXPENDED SLOTS

4

7

2

5

8

◆ FEATURES & TRAITS ◆

9

◆ EQUIPMENT ◆

CP

SP

EP

CP

PP

◆ TREASURE ◆

◆ MATERIALS ◆