

Character Name

Species

Level

Class



Strength

Dexterity

Constitution

Wisdom

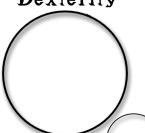
Intellect

Charm

CP



SP



GP

- Athletics
- Acrobatics
- Intimidation
- Stealth
- Sleight of Hand

AP

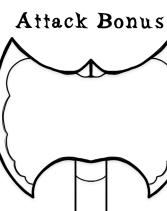


- Nature
- Survival
- History
- Insight
- Perception

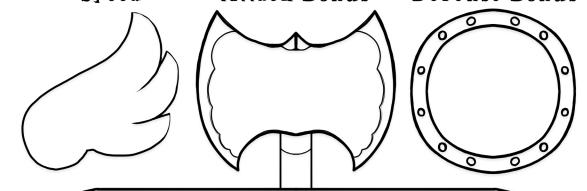
- Alchemy
- Religion
- Study
- Investigation
- Arcane

- Persuasion
- Coercion
- Deception
- Performance
- Animal Husbandry

Speed



Defense Bonus



Armor / Weapon

DMG Dice

Bonus

Inventory

Vocation

Exp

Vocation Trait

Languages



Spell Attack

Spell Save DC

Spells

Class Abilities

Stat Scores

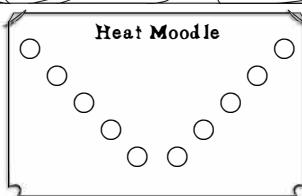
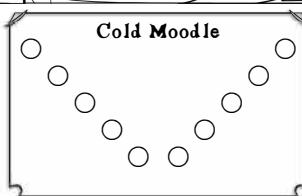
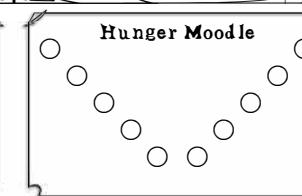
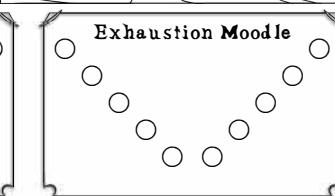
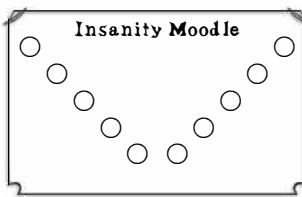
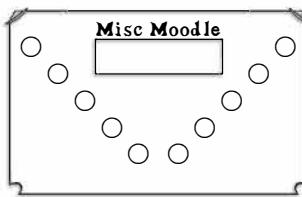
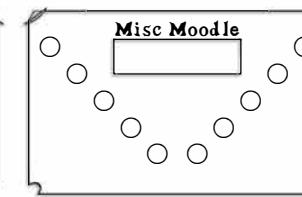
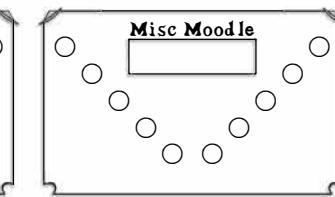
1 = -5
2 - 3 = -4
4 - 5 = -3
6 - 7 = -2
8 - 10 = +1
11 - 13 = +2
14 - 16 = +3
17 - 19 = +4
20 = +5

Gear Quality

Broken (-3)
Rusted (-2)
Dull (-1)
Fine (+1)
Good (+2)
Well-Built (+3)
TrueSmithed (+4)
Masterwork (+5)
Mystic (+6) magic effect

Saving Throws

- Strength Wisdom
- Dexterity Intellect
- Constitution Charm

Heat Moodle**Cold Moodle****Hunger Moodle****Exhaustion Moodle****Insanity Moodle****Misc Moodle****Misc Moodle****Misc Moodle****Portrait**

Spell Attack is made with standard contested D20 Attack/Defense rules. You Will use your Intellect modifier as your to hit bonus for this attack.

Spells Expanded

Amount of Mana recovered on a Break is

Base: 15 + your Intellect modifier

Intellect Modifier +1 = 2 + 10 for DC 12

Intellect Modifier +2 = 3 + 10 for DC 13

Intellect Modifier +3 = 5 + 10 for DC 15

Intellect Modifier +4 = 6 + 10 for DC 16

Intellect Modifier +5 = 8 + 10 for DC 18

Character Description**Notes**