

Character Name

Species

Level

Class



CP

SP

GP

AP

Strength

Dexterity

Constitution

Wisdom

Intellect

Charm

☐ Athletics

☐ Intimidation

☐ Acrobatics

☐ Stealth

☐ Sleight of Hand

HP

Hit Die

Temp HP

☐ Nature

☐ Survival

☐ History

☐ Insight

☐ Perception

☐ Alchemy

☐ Religion

☐ Study

☐ Investigation

☐ Arcane

☐ Persuasion

☐ Coercion

☐ Deception

☐ Performance

☐ Animal Husbandry

Speed

Attack Bonus

Defense Bonus

HP

Hit Die

Temp HP

Vocation

Vocation Trait

Exp

Languages

Mana

Spell Attack

Spell Save DC

Spells

Class Abilities

Armor / Weapon	DMG Dice	Bonus

Inventory

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

☐ Dexterity

☐ Constitution

Wisdom

Intellect

Charm

