

Character Name

Species

Level

Class



Strength

Dexterity

Constitution

Wisdom

Intellect

Charm

CP

SP

GP

AP

☐ Athletics
☐ Intimidation

☐ Acrobatics
☐ Stealth
☐ Sleight of Hand

☐ Nature
☐ Survival
☐ History
☐ Insight
☐ Perception

☐ Alchemy
☐ Religion
☐ Study
☐ Investigation
☐ Arcane

☐ Persuasion
☐ Coercion
☐ Deception
☐ Performance
☐ Animal Husbandry

HP

Hit Die

Temp HP

Mana

Spell Attack

Spell Save DC

Spells

Class Abilities

Speed

Attack Bonus

Defense Bonus

Vocation

Exp

Vocation Trait

Languages

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 ☐ Wisdom
☐ Dexterity ☐ Intellect
☐ Constitution ☐ Charm

Heat Moodle

Cold Moodle

Hunger Moodle

Exhaustion Moodle

Insanity Moodle

Misc Moodle

Misc Moodle

Misc Moodle

Portrait

Character Description

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

Notes