

Character Name

Species

Level

Class



Strength

Athletics

Intimidation

Dexterity

Acrobatics

Stealth

Sleight of Hand

Constitution

Wisdom

Nature

Survival

History

Insight

Perception

Intellect

Alchemy

Religion

Study

Investigation

Arcane

Charm

Persuasion

Coercion

Deception

Performance

Animal Husbandry

CP

SP

GP

AP

HP

Hit Die

Temp HP

Mana

Spell Attack

Spell Save DC

Spells

Vocation

Vocation Trait

Exp

Languages

Armor / Weapon	DMG Dice	Bonus

Inventory

Stat Scores	Gear Quality
1 = -5	Broken (-3)
2 - 3 = -4	Rusted (-2)
4 - 5 = -3	Dull (-1)
6 - 7 = -2	Fine(+1)
8 - 10 = +1	Good(+2)
11 - 13 = +2	Well-Built(+3)
14 - 16 = +3	TrueSmithed(+4)
17 - 19 = +4	Masterwork(+5)
20 = +5	Mystic(+6) magic effect

Saving Throws

Strength

Wisdom

Dexterity

Intellect

Constitution

Charm

Class Abilities

Misc Moodle

Character Description

Intellect Modifier +5 = 8 + 10
for DC 18

Notes

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