

Name Species Class Level CP SP GP AP 

Strength

● Athletics (str)
● Intimidation (str)

Dexterity

● Acrobatics (Dex)
● Stealth (Dex)
● Sleight of Hand (Dex)

Constitution

Wisdom

● Nature (Wis)
● Survival (Wis)
● History (Wis)
● Insight (Wis)
● Perception (Wis)

Intellect

● Alchemy (Int)
● Religion (Int)
● Study (Int)
● Investigation (Int)
● Arcane (Int)

Charm

● Animal Husbandry (Char)
● Persuasion (Char)
● Cohersion (Char)
● Deception (Char)
● Performance (Char)

Saving Throws

Strength ● Wisdom ●
Dexterity ● Intellect ●
Constitution ● Charm ●

Vocation

Gear

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	True-Smithed (+4)
17 - 19 = +4	Masterwork (+5)
20 = +5	Mythic (+6) + a magic Property

HP

Temp HP

Hit Dice

Mana

Speed

Languages

Spells

Exp

Vocation trait

Class Features

Portrait

Character details

Name



Heat Moodles

Cold Moodles

Hunger Moodles

Generic Moodles

Spell Attack
Bonus

Spell Save
DC

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Spell Attack is made with the standard contested D20 Attack/ Defense rules. You will use your intellect modifier as your weapon bonus for this attack.

Amount of mana recovered on Break

Base: 15 + your Int modifier.

Intellect Modifier + 10 = Spell Save DC

Notes

Spells

Spells Cont.