

Character Information:

Name:	
Class/Level:	
Race:	Alignment:
XP:	Next Level:
Height:	Weight:
Appearance:	

Resources:

HP: /	TP:	
SP: /	TP:	
MP: /	TP:	
DP: /	TP:	

Notes:

ABILITY SCORES:

STR: ()	DEX: ()	CON: ()	PB:
INT: ()	WIS: ()	CHA: ()	

SAVING THROWS:

STR:	DEX:	CON:	DEF:
INT:	WIS:	CHA:	

Passive Features:

Name	Effect

SKILLS AND TOOLS:

<input type="checkbox"/> Acrobatics (DEX):	
<input type="checkbox"/> Animal Handling (WIS):	
<input type="checkbox"/> Arcana (INT):	
<input type="checkbox"/> Athletics (STR):	
<input type="checkbox"/> Deception (CHA):	
<input type="checkbox"/> History (INT):	
<input type="checkbox"/> Insight (WIS):	
<input type="checkbox"/> Intimidation (CHA):	
<input type="checkbox"/> Investigation (INT):	
<input type="checkbox"/> Medicine (WIS):	
<input type="checkbox"/> Nature (INT):	
<input type="checkbox"/> Perception (WIS):	
<input type="checkbox"/> Performance (CHA):	
<input type="checkbox"/> Persuasion (CHA):	
<input type="checkbox"/> Religion (INT):	
<input type="checkbox"/> Sleight of Hand (DEX):	
<input type="checkbox"/> Stealth (DEX):	
<input type="checkbox"/> Survival (WIS):	
Passive... Perception:	Investigation:

Abilities and Attacks

Name	Bonus/DC	Cost	Effect

Languages and Other Proficiencies:

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Equipment and Inventory

CP:
SP:
EP:
GP:
PP:

