

Character

ABILITY SCORES

	SCORE	MOD	MOD + ½ LVL
STR			
DEX			
CON			
INT			
WIS			
CHA			

HIT POINTS

MAX	BLOODY	HEALING SURGE	SURGES PER DAY
TEMP HP			SURGES LEFT

CURRENT HIT POINTS

SECOND WIND ☐

DR

=

ARMOR

+

MISC

TEMP

RESISTS

CURRENT CONDITIONS

DEATH FAILS ☐ ☐ ☐

SAVING THROW MODIFIERS

CONDITIONAL SKILL MODIFIERS

Race		Class		Gender							
ATTACK BONUSES											
	TOTAL	=	1/2 LVL	+	MOD	+	PROF.	+	MISC		TEMP
		=		+		+		+			
		=		+		+		+			
		=		+		+		+			
CONDITIONAL ATTACK MODIFIERS											
DEFENSES											
	TOTAL	=	10 + 1/2 LVL	+	ARMOR /MOD	+	CLASS	+	MISC		TEMP
AC		=		+	DEX	+		+			
FORT		=		+	CON	+		+			
REF		=		+	DEX	+		+			
WILL		=		+	WIS	+		+			
CONDITIONAL DEFENSE MODIFIERS											
SKILLS											
TOTAL			MOD + 1/2 LVL		TRAIN (+5)		ARMOR CHECK		MISC MOD		
	Acrobatics	DEX		+		+		+			
	Arcana	INT		+		+	N/A	+			
	Athletics	STR		+		+		+			
	Bluff	CHA		+		+	N/A	+			
	Diplomacy	CHA		+		+	N/A	+			
	Dungeoneering	WIS		+		+	N/A	+			
	Endurance	CON		+		+		+			
	Heal	WIS		+		+	N/A	+			
	History	INT		+		+	N/A	+			
	Insight	WIS		+		+	N/A	+			
	Intimidate	CHA		+		+	N/A	+			
	Nature	WIS		+		+	N/A	+			
	Perception	WIS		+		+	N/A	+			
	Religion	INT		+		+	N/A	+			
	Stealth	DEX		+		+		+			
	Tinker	INT		+		+		+			

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CHARACTER MOTTO

CHARACTER APPEARANCE	

COINS
GOLD
SILVER
VALUABLES

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COMPANION				Name			
Class		Race		Size		Level	
MAX HP	BLOODY	SURGE	PER DAY	DR	TEMP		
TEMP HP		CURRENT HP		SURGES LEFT			
CONDITIONS							
AC		FORT		REF		WILL	
SAVING THROWS		RESISTS		SPEED			
ATTACKS							
Gender		Align		Languages			
SENSES							
SKILLS							
STR (+ )		DEX (+ )		CON (+ )		CHA (+ )	
INT (+ )		WIS (+ )		CHA (+ )		CHA (+ )	
INVENTORY							

WORN EQUIPMENT	DESCRIPTION	AC	DR	CHECK	WEIGHT
		BONUS	BONUS	PNLTY	
ARMOR					
SHIELD					
HEAD					
WAIST					
FEET					
MIISC					
MIISC					

RACIAL FEATURES

LANGUAGES

PROFICIENCIES		<input type="checkbox"/> BASIC	<input type="checkbox"/> SUPERIOR
<input type="checkbox"/> AXES	<input type="checkbox"/> BLADES, HEAVY	<input type="checkbox"/> BLADES, LIGHT	
<input type="checkbox"/> CLAWS	<input type="checkbox"/> FLAILS	<input type="checkbox"/> HAMMERS	
<input type="checkbox"/> PICKS	<input type="checkbox"/> POLE-ARMS	<input type="checkbox"/> SPEARS	
<input type="checkbox"/> BOWS	<input type="checkbox"/> CROSSBOWS	<input type="checkbox"/> THROWN	
<input type="checkbox"/> ORBS	<input type="checkbox"/> SYMBOLS	<input type="checkbox"/> WANDS	
<input type="checkbox"/> UNARMED	<input type="checkbox"/> SHIELDS	<input type="checkbox"/> TOWER SHIELDS	
<input type="checkbox"/> LIGHT ARMOR	<input type="checkbox"/> MEDIUM ARMOR	<input type="checkbox"/> HEAVY ARMOR	

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