NAME

CLASS

ACTIONS

name *action type.*
+/dc at ac/ability: *target in range.*
effect: *duration.*

FEATURES

STRENGTH ◊ *pass save* ( ) ( )	**CONSTITUTION** ◊ *pass save* ( ) ( )
DEXTERITY ◊ *pass save* ( ) ( )	**ATHLETICS** ◊ *pass save* ( ) ( )
CHARISMA ◊ *pass save* ( ) ( )	**WISDOM** ◊ *pass save* ( ) ( )
INTELLIGENCE ◊ *pass save* ( ) ( )	**PERCEPTION** ◊ *pass save* ( ) ( )

PROFICIENCY

◊ **PRO BONUS**	**INSPIRATION**

HIT POINTS *max half* ( ) ( )	**HIT DICE**
ARMOR CLASS	**SPEED** *walk jump climb* ( ) ( ) ( ) ( )

RESISTANCES

SENSES

RACE

SIZE	**CREATURE TYPE**
GENDER	**AGE** *age look adult span* ( ) ( ) ( ) ( )
APPEARANCE	

PERSONALITY

IDEAL

FLAW

ALIGNMENT

AMBITION

BOND

COMMUNITIES

LANGUAGES

FAMILY

MULTIATTACK

SPELLCASTING

ABILITY **FOCUS**

dc attack
( ) ( )

SLOTS ◊ *slot/prep*

1 ◊ ◊ ◊ ◊ *2* ◊ ◊ ◊ *3* ◊ ◊ ◊ *4* ◊ ◊ ◊
5 ◊ ◊ ◊ *6* ◊ ◊ *7* ◊ ◊ *8* ◊ *9* ◊

SKILL	◊ *pro* ◊ *expert* ◊ *advant*
PHYSICAL	
MOBILITY	◊◊◊
PRECISION	◊◊◊
STEALTH	◊◊◊
WEIGHTLIFTING	◊◊◊
SOCIAL	
ANIMAL HANDLING	◊◊◊
EMPATHY	◊◊◊
INTIMIDATION	◊◊◊
PERFORMANCE	◊◊◊
PERSUASION	◊◊◊
KNOWLEDGE	
DECEPTION	◊◊◊
HISTORY	◊◊◊
INVESTIGATION	◊◊◊
MEDICINE	◊◊◊
SURVIVAL	◊◊◊
MAGIC	
ARCANA	◊◊◊
NATURE	◊◊◊
RELIGION	◊◊◊
TOOL	
	◊◊◊
	◊◊◊
	◊◊◊
	◊◊◊

ARMORY ◊ *pro*

BACKGROUND

KNOWN

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YAAREL 2021