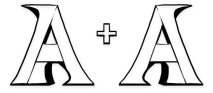


Character Name: _____ Species: _____ Level: _____ Class: _____



Strength: CP:
 Dexterity: SP:
 Constitution: GP:
 Wisdom: AP:
 Intellect:
 Charm:

Athletics Intimidation

Acrobatics Stealth Sleight of Hand

Nature Survival History Insight Perception

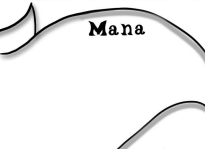
Alchemy Religion Study Investigation Arcane

Persuasion Cohersion Deception Performance Animal Husbandry



Hit Die:

Temp HP:



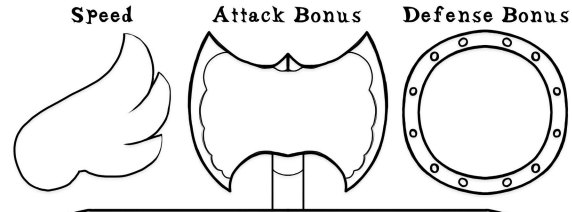
Spell Attack: Spell Save DC:

Spells

Vocation: EXP:

Vocation Trait: Languages:

Class Abilities



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

Heat Moodle

Cold Moodle

Hunger Moodle

Exhaustion Moodle

Misc Moodle

Misc Moodle

Misc Moodle

Misc Moodle

Portrait

Spell Attack is made with standard contested D20 Attack/Defense rules. You Will use your Intellect modifier as your to hit bonus for this attack.

Intellect Modifier + 10 = Your spell Save DC

Spells Expanded

Amount of Mana recovered on a Break is
Base: 15 + your Intellect modifier

Notes

Character Description