

Species _____

Character Name

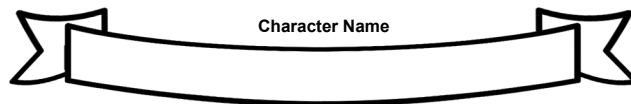
Alignment _____

Progress	Training	ATTRIBUTES	
		<input type="radio"/> Strength	
		<input type="radio"/> Dexterity	
		<input type="radio"/> Constitution	
		<input type="radio"/> Intelligence	
		<input type="radio"/> Charisma	

LANGUAGES

EXHAUSTION	
HUNGER/THIRST	

EQUIPMENT		Weight
MONEY		Total Weight Carried
Platinum Pieces _____		
Gold Pieces _____		
Electrum Pieces _____		
Silver Pieces _____		
Copper Pieces _____		
AMMUNITION		
Arrows _____		
Bolts _____		
Darts _____		
Other _____		



EP Maximum	Defense Score	Mana Maximum
Encumbrance Weight	Luck	Movement Speed
Current EP	Current Mana	
Temporary EP	Current Wounds	Mana Expenditure Limit

EXPERTISE

BACKSTORY
Background:

CHARACTERISTICS	
Age:	Innate and Species Traits
Height:	
Weight:	
Eyes:	
Skin:	
Hair:	
Other:	

ABILITIES

EXPERTISE

<u>STRENGTH</u>	CHECKS
	Athletics <input type="radio"/>
	Grappling <input type="radio"/>
<u>DEXTERITY</u>	CHECKS
	Acrobatics <input type="radio"/>
	Reflex <input type="radio"/>
	Stealth <input type="radio"/>
<u>CONSTITUTION</u>	CHECKS
	Awareness <input type="radio"/>
	Endurance <input type="radio"/>
	Survival <input type="radio"/>
<u>INTELLIGENCE</u>	CHECKS
	Arcane Knowledge <input type="radio"/>
	Comprehension <input type="radio"/>
	History <input type="radio"/>
	Investigation <input type="radio"/>
	Medicine <input type="radio"/>
	Nature <input type="radio"/>
	Religion <input type="radio"/>
<u>CHARISMA</u>	CHECKS
	Animal Handling <input type="radio"/>
	Deception <input type="radio"/>
	Distraction <input type="radio"/>
	Insight <input type="radio"/>
	Intimidation <input type="radio"/>
	Persuasion <input type="radio"/>
	Sleight of Hand <input type="radio"/>

SPELLS

<div><div><u>0-COST</u></div><div>Spell Name Cast Time Range Duration V S M C</div></div>	<div><div><u>3-COST</u></div></div>
<div><div><u>1-COST</u></div></div>	<div><div><u>4-COST</u></div></div>
<div><div><u>2-COST</u></div></div>	<div><div><u>5-COST</u></div></div>