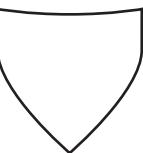


| Name | Alignment | Level | XP | Proficiency + | |
|---------------------------------------|-----------------------|---|---|----------------------------|------------|
| STR | <input type="radio"/> | HP  | AC  | Background | Appearance |
| DEX | <input type="radio"/> | MAX HP _____ | HD _____ | Traits | Ideals |
| CON | <input type="radio"/> | DEATH SAVES <input type="radio"/> <input type="radio"/> <input type="radio"/> | | | |
| INT | <input type="radio"/> | | | | |
| WIS | <input type="radio"/> | | | | |
| CHA | <input type="radio"/> | | | | |
| Race | Class | Bonds | Flaws | | |
| | | Size Speed Height Weight | Age Eyes Skin Hair | Spells / Features | |
| STR | Attack | Bonus | Damage | Range | |
| <input type="radio"/> ATHLETICS | | | | | |
| DEX | | | | | |
| <input type="radio"/> ACROBATICS | | | | | |
| <input type="radio"/> SLEIGHT OF HAND | | | | | |
| <input type="radio"/> STEALTH | | | | | |
| INT | Equipment | | | PP GP EP SP CP | Gems |
| <input type="radio"/> ARCANA | | | | | |
| <input type="radio"/> HISTORY | | | | | |
| <input type="radio"/> INVESTIGATION | | | | | |
| <input type="radio"/> NATURE | | | | | |
| <input type="radio"/> RELIGION | | | | | |
| WIS | | | | | |
| <input type="radio"/> ANIMAL HANDLING | | | | | |
| <input type="radio"/> INSIGHT | | | | | |
| <input type="radio"/> MEDICINE | | | | | |
| <input type="radio"/> PERCEPTION | | | | | |
| <input type="radio"/> SURVIVAL | | | | CARRY WEIGHT | |
| CHA | | | | | |
| <input type="radio"/> DECEPTION | | | | MAX CARRY | |
| <input type="radio"/> INTIMIDATION | | | | | |
| <input type="radio"/> PERFORMANCE | | | | RATIONS | |
| <input type="radio"/> PERSUASION | MOUNT _____ | | | | |
| TOOLS | Languages | | | Time | |