NAME		XP		LEVEL	

ABILITY SCORES

	Score	Mod	Save
STRENGTH			
INTELLIGENCE			
WISDOM			
DEXTERITY			
CONSTITUTION			
CHARISMA			

Luck	
Corruption	
Threshold	
Passive Perception	
Initiative	
Healing Rate	
Mastery Die	

HIT POINTS

MAX

DEFENSE LEVEL

WEAPONS	Hit	Dmg	Frag	Properties

PROFICIENCIES

SKILLS

Acrobatics (DEX)		Manipulation (CHA)	
Animal Handling (WIS)		Medicine (WIS)	
Athletics (STR)		Nature (INT)	
Culture (INT)		Perception (WIS)	
Deception (CHA)		Performance (CHA)	
Heretical Knowledge (INT)		Religion (INT)	
History (INT)		Sleight of Hand (DEX)	
Insight (WIS)		Stealth (DEX)	
Investigation (INT)		Survival (WIS)	

FEATS

CHARACTER DETAILS

COMBAT MANEUVERS

Stamina = d8 + Level

MAXIMUM ITEM SLOTS

STRENGTH + 10 [ ]

USAGE DIE CHAIN

d12 - d10 - d8 - d6 - d4

Your first 10 items are in your pockets, belt, etc.

WEALTH

[ ] **Silver pieces** (sp)

[ ] **Copper pieces** (cp)

[ ] **Brass pieces** (bp)

Total number of coins and gems [ ] / 100 = **Item slots** [ ]

1 Silver piece (sp) = 10 Copper pieces (cp)
1 Copper piece (cp) = 10 Brass pieces (bp)

NON-ENCUMBERING ITEMS

ENCUMBERING ITEMS

1	
2	
3	
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