

Character Name		Class & Level	Chapter - Race	Experience												
STR	STR + PWR ARM	Proficiency Bonus	Corruption	<div style="text-align: center;">AC</div> <div style="text-align: center;">Resistances</div> <table style="width: 100%; text-align: center;"> <tr> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> </tr> <tr> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> </tr> <tr> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> </tr> <tr> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> <td><input type="checkbox"/> </td> </tr> </table>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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DEX	+ PWR ARM	Skills	Saving Throws													
CON	Rolls per Level	Acrobatics (Dex)	Strength													
INT	1 ___ 11 ___ 2 ___ 12 ___ 3 ___ 13 ___ 4 ___ 14 ___ 5 ___ 15 ___ 6 ___ 16 ___ 7 ___ 17 ___ 8 ___ 18 ___ 9 ___ 19 ___ 10 ___ 20 ___	Animal Handling (Wis)	Dexterity													
WIS	Hit Dice Used	Arcana (Int)	Constitution													
CHA	___ d6 ___ ___ d8 ___ ___ d10 ___ ___ d12 ___	Athletics (Str)	Intelligence													
		Deception (Cha)	Wisdom													
		History (Int)	Charisma													
		Insight (Wis)	Inspiration													
		Intimidation (Cha)	ft													
		Investigation (Int)														
		Medicine (Wis)														
		Nature (Int)	Death Saves													
		Perception (Wis)	<input checked="" type="checkbox"/> ___ <input type="checkbox"/> ___ <input type="checkbox"/> ___ <input checked="" type="checkbox"/> ___ <input type="checkbox"/> ___ <input type="checkbox"/> ___													
		Performance (Cha)	Weapon Name													
		Persuasion (Cha)	Attack Bonus													
		Religion (Wis)	Damage/Type													
		Science (Int)	___													
		Sleight of Hand (Dex)	___													
		Stealth (Dex)	___													
		Survival (Wis)	___													
		Technology (Int)	___													

PP ___ GP ___ SP ___ CP ___		Feats & Traits	Languages & Profs													
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