

ARMOR		ARMOR CLASS (AC) Calculations						
☐ NO ARMOR	DEX	+	10	MAGIC	+	MISC.	=	AC
☐ LIGHT ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
☐ MEDIUM ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
	+2 MAX							
☐ HEAVY ARMOR			ARMOR	MAGIC	+	MISC.	=	AC
☐ SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	=	+AC	
	+2							

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



CHARACTER SKETCH

Languages	
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Race

Ability Adj.	Ability	Adj.
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12
13	13	13
14	14	14
15	15	15
16	16	16
17	17	17
18	18	18
19	19	19
20	20	20
21	21	21
22	22	22
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25	25	25
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27	27	27
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30	30	30
31	31	31
32	32	32
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40	40	40
41	41	41
42	42	42
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44	44	44
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62	62	62
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64	64	64
65	65	65
66	66	66
67	67	67
68	68	68
69	69	69
70	70	70
71	71	71
72	72	72
73	73	73
74	74	74
75	75	75
76	76	76
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78	78	78
79	79	79
80	80	80
81	81	81
82	82	82
83	83	83
84	84	84
85	85	85
86	86	86
87	87	87
88	88	88
89	89	89
90	90	90
91	91	91
92	92	92
93	93	93
94	94	94
95	95	95
96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

Traits	
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Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

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	+2 MAX							
☐ HEAVY ARMOR			ARMOR	MAGIC	+	MISC.	=	AC
☐ SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	=	+AC	
	+2							

Other Equipment

[illegible]

CARRYING CAPACITY x2

**PUSH, DRAG,
or LIFT**

TOTAL WEIGHT
CARRIED

Lifestyle	Expenses/Day
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Treasure CP_____ SP_____ EP_____ GP_____ PP_____

Magic Item: ☐ Attuned

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Character Background ^{and} or Notes Overflow

CHARACTER NAME

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