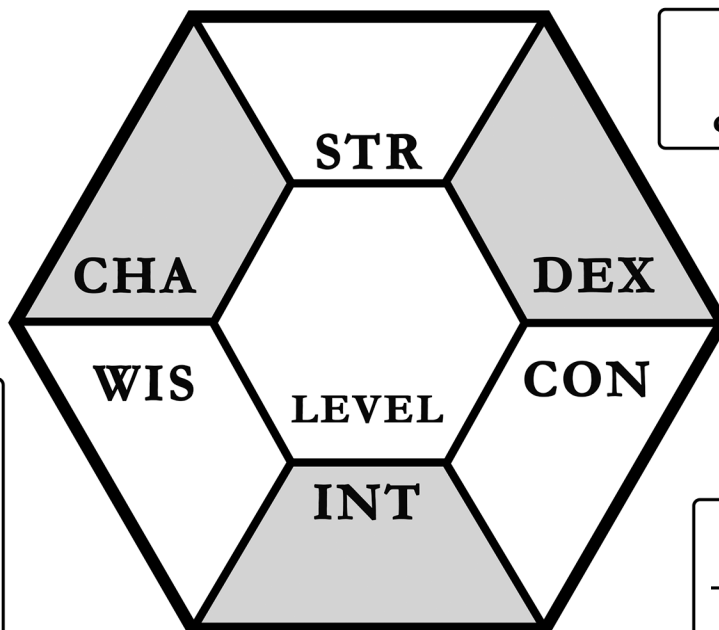
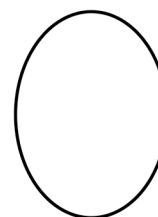

name

heritage

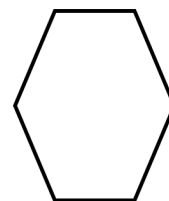
class



current hp	max hp
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AC
(armor class)



save DC
(8 + prim. stat)

equipped armor

expertises
2 + (1/2 * INT)

gold

passive WIS
(10 + WIS)

weapon 1	attack mod	damage	properties

weapon 2	attack mod	damage	properties
<small>e.g., "Longsword"</small>	<small>e.g., "+5"</small>	<small>e.g., "d8"</small>	<small>e.g., "Sharp, 1h"</small>

death saves

<input type="checkbox"/>	1	_____
		<small>injury</small>
<input type="checkbox"/>	2	_____
		<small>injury</small>
<input type="checkbox"/>	3	

languages

curios (up to five)

equipment 1

req. STR+4

equipment 4

equipment 2

req. STR+6

equipment 5

req. STR+2

equipment 3

req. STR+8

equipment 6

talents	used
level 1:	<input type="radio"/> <input type="radio"/>
level 1:	<input type="radio"/> <input type="radio"/>
level 1:	<input type="radio"/> <input type="radio"/>
level 2:	<input type="radio"/> <input type="radio"/>
level 4:	<input type="radio"/> <input type="radio"/>
level 6:	<input type="radio"/> <input type="radio"/>
level 8:	<input type="radio"/> <input type="radio"/>
level 10:	<input type="radio"/> <input type="radio"/>
_____	<input type="radio"/> <input type="radio"/>
_____	<input type="radio"/> <input type="radio"/>

feats	used
level 1:	<input type="radio"/> <input type="radio"/>
level 3:	<input type="radio"/> <input type="radio"/>
level 5:	<input type="radio"/> <input type="radio"/>
level 7:	<input type="radio"/> <input type="radio"/>
level 9:	<input type="radio"/> <input type="radio"/>
CHA+4:	<input type="radio"/> <input type="radio"/>
CHA+8:	<input type="radio"/> <input type="radio"/>

storage