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|  | **Description** |
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| Name |  | Effort |   | Max Hit Pts | 1+Con Mod |
| Alignment |  | Fray Die | None | Level | 1 |
| **Attribute** | **Score** | **Modifier** | **Check / Save****(23 - stat)** | **Skills** (Highlight those you possess. Gain 5 at 1st level; One is at Advantage) |
| Strength |  |  |  | Athletics (Jump, Swim, Climb, balance, flips, falls) |
| Dexterity |  |  |  | Sleight of Hand (Pick Pockets, Open Locks, Disarm Traps), Stealth |
| Constitution |  |  |  | No skills. Used to resist poison, hold breath, resist damage, etc. |
| Intelligence |  |  |  | Arcana, History, Investigation, Nature (Knowledge), Religion  |
| Wisdom |  |  |  | Handle Animal (ride), Insight, Medicine, Perception, Seamanship, Survival (Tracking, Hunting, finding shelter) |
| Charisma |  |  |  | Deception, Intimidation, Performance, Persuasion |
|  |  |  |  |
| Consuming Temptation | What do you care about or dislike with passion? |
| Race |  |
| Anima Banner |  |
| Fact: “Class” |  |
| Fact: History | Hero of Silverymoon. Gain +2 on Social checks in this region. |
| Talent |  |

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| **Talents / Words / Gifts / Powers** |
| Weapon Proficiencies | (Two):  |
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| **Armor & Weapons** (BAB +1 each level) |
| Armor:  | Shield:  | DEX Mod: +X | **Total AC** (Armor+Dex mod + Shield):  |
| Weapon:  | To Hit Attribute Mod: +X | Total to Hit (level + Mods): + | Damage:  |
| Weapon:  | To Hit Attribute Mod: +X | Total to Hit (level + Mods): + | Damage:  |
| Weapon:  | To Hit Attribute Mod: +X | Total to Hit (level + Mods): + | Damage:  |

**Damage Conversion Table:**

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| **Notes** |
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| **Equipment** (10+ Str Mod) | **Treasure** |
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| **Background / History / Misc** |