

Character Information		
Character Name	Level	Player Name
Ancestry	Culture	Background

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graph TD
    R[RESILIENCE] --- CH[CRITICAL HIT]
    R --- P[PROTECTIVE]
    R --- H[HIT]
    R --- RE[RESTRICTING]
    CH --- A[ARMOUR]
    P --- A
    H --- A
    RE --- A
  
```

HIT POINTS		
TEMP + CURRENT	MAX	LONG REST GAIN
<div></div> <div></div>	<div></div>	<div></div>

SPECIAL SKILLS	
	_____
	_____
	_____

LANGUAGES	

SAVE DC

CONDITIONS

DYING

1 2 3 4 5

EXHAUSTION

1 2 3 4 5

HIT DICE

RESOURCES

[illegible]

CARRYING CAPACITY

CURRENTMAX

RATIONS

DAYS WORTH

TREASURE POUCH

GOLDSILVERCOPPER

LEGEND POINTS

TOTALREMAINING

INCREASED HEALTH

TRAINING TALENTS

S

A

WEAPON TRAINING

L

M

H

ARMOR TRAINING

S

A

FOCUS TRAINING

INCREASED ATTRIBUTE

INCREASED RESILIENCE

SKILL PRACTICE

INCREASED MANA

WORN EQUIPMENT

ARMOUR

LEFT HANDRIGHT HAND

ATTUNEMENT SLOTS

1.

2.

3.

4.

BACKBAG

TALENTS