

KINGSMOUTH

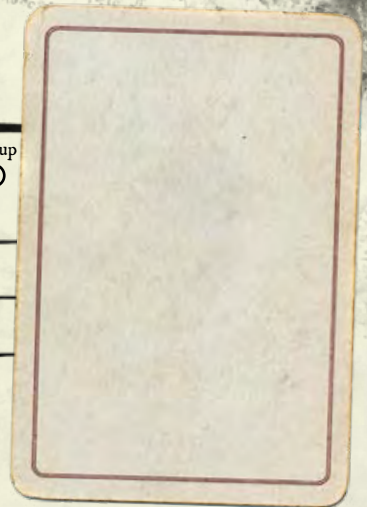
PROVIDENCE

Name: _____ Background: _____ Group

Status: _____ Alignment: _____

Class: _____ Path (up to level III): _____

Culture: _____ Lifestyle: _____



Strength			Dexterity			Constitution			Inspiration	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="radio"/>
Intelligence			Wisdom			Charisma			Saving Throws	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		Strength <input type="radio"/> <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		Dexterity <input type="radio"/> <input type="text"/>
									Constitution <input type="radio"/> <input type="text"/>	
									Intelligence <input type="radio"/> <input type="text"/>	
									Wisdom <input type="radio"/> <input type="text"/>	
									Charisma <input type="radio"/> <input type="text"/>	

Proficiency Bonus	<input type="text"/>
Armour Class	<input type="text"/>
Speed	<input type="text"/>
Maximum Hit Points	<input type="text"/>
Current Hit Points	<input type="text"/>
Hit Points	<input type="text"/>
Passive Perception	<input type="text"/>

- ### Skills
- Acrobatics (Dex)
 - Animal Handling (Wis)
 - Arcana (Int)
 - Athletics (Str)
 - Deception (Cha)
 - History (Int)
 - Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Mythos Lore (Wis)
 - Nature (Int)
 - Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - Religion (Int)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - Survival (Wis)

Attacks and Spellcasting

Name Bonus

Damage / Type

Ammunition

Name Bonus

Damage / Type

Ammunition

Name Bonus

Damage / Type

Notoriety

Negative

Wanted Criminal

Positive

High Nobility

Madness

Anguish Points	Trait	Disorder
<input type="radio"/> <input type="radio"/> <input type="radio"/>	Mood	<input type="text"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/>	Temperance	<input type="text"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/>	Lucidity	<input type="text"/>
<input type="radio"/> <input type="radio"/> <input type="radio"/>	Identity	<input type="text"/>

Death Saves

Successes Failures

Coins

Gold Crowns

Silver Ducats

Copper Shillings



Physical Description

Age Eyes

Height Skin

Weight Hair

Deity

Initial conflicts

- None
- Addiction
- Debts
- Dependent Family
- Bad Company
- Sworn Enemy

Personality

Personality Traits

Ideals

Bonds

Flaws

Additional Features and Traits

Languages

Character Backstory

Equipment

Allies and Organisations

Experience Points



Spellcasting Class

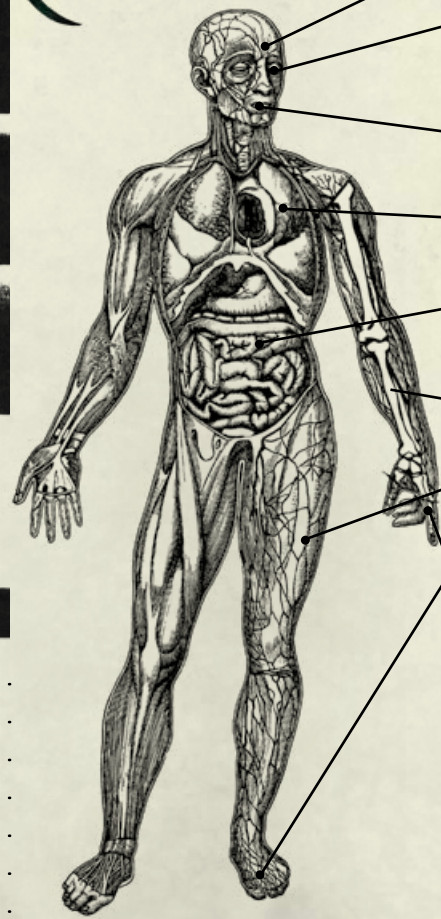
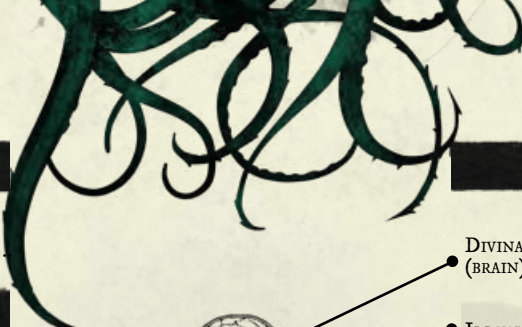
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Spellcasting Ability

Spell Save DC

Spell Attack Bonus

Spell Components



- DIVINATION (BRAIN) ○○○○○
- ILLUSION (EYES, EARS AND OTHER SENSORY ORGANS) ○○○○○
- CHARM (TONGUE) ○○○○○
- ABJURATION (CARDIORESPIRATORY SYSTEM) ○○○○○
- TRANSMUTATION (DIGESTIVE SYSTEM, SPLEEN AND GENITALS) ○○○○○
- NECROMANCY (BONES) ○○○○○
- EVOCATION (BLOOD AND PHLEGM) ○○○○○
- CONJURATION (LIMBS) ○○○○○

SPELLS KNOWN

Level **0** **Cantrips**

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Level	Slots Total	Expended Slots
3	<input type="text"/>	<input type="text"/>

○
 ○
 ○
 ○
 ○
 ○
 ○
 ○

KINGSMOUTH
 PROVIDENCE

Level	Slots Total	Expended Slots	Level	Slots Total	Expended Slots	Level	Slots Total	Expended Slots
1	<input type="text"/>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>	4	<input type="text"/>	<input type="text"/>

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

Level	Slots Total	Expended Slots
5	<input type="text"/>	<input type="text"/>

○
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 ○

