ULTRAMODERN (5)

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CHARACTER NAME

STRENGTH

○ INSPIRATION

PROFICIENCY BONUS

SAVING THROWS
- ○ ____ STRENGTH
- ○ ____ DEXTERITY
- ○ ____ CONSTITUTION
- ○ ____ VIGOR
- ○ ____ INTELLIGENCE
- ○ ____ WISDOM
- ○ ____ CHARISMA

DEXTERITY

CONSTITUTION

ARMOR CLASS   **INITIATIVE**   **SPEED**

CURRENT HIT POINTS   **MAXIMUM**

TEMPORARY

VIGOR

SKILLS & PROFICIENCIES
- ○ ____ Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ○ ____ Arcana (Int)
- ○ ____ Athletics (Str)
- ○ ____ Commune (Vig)
- ○ ____ Computer Use (Int)
- ○ ____ Deception (Cha)
- ○ ____ Demolitions (Int)
- ○ ____ Detection (Vig)
- ○ ____ Engineering (Int)
- ○ ____ History (Int)
- ○ ____ Induce (Vig)
- ○ ____ Insight (Wis)
- ○ ____ Intimidation (Cha)
- ○ ____ Investigation (Int)
- ○ ____ Medicine (Wis)
- ○ ____ Nature (Int)
- ○ ____ Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Religion (Int)
- ○ ____ Sciences (Int)
- ○ ____ Sleight of Hand (Dex)
- ○ ____ Stealth (Dex)
- ○ ____ Survival (Dex)

INTELLIGENCE

WISDOM

CHARISMA

HIT DICE TOTAL   **HIT DICE CURRENT**

DEATH SAVES   **SUCCESS** ○○○   **FAILURE** ○○○

LIFEPATH ○○○

ORIGIN
_____
_____
_____
_____
_____

LIFE EVENTS
_____
_____
_____
_____
_____
_____
_____
_____

ATTACKS AND SPELLCASTING

FEATURES AND TRAITS

PASSIVE WISDOM (PERCEPTION)

LANGUAGES AND OTHER PROFICIENCIES

EQUIPMENT

ULTRAMODERN (5)

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SPELLCASTING CLASS

VIGOR

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

VESSEL

ASSET

RIVER

VESSEL REGENERATION

RIVER SPELLS

PATH

○ ○ ○

PATH BENEFIT

SYNERGY PATH

TRAITS

PATH

○ ○ ○

PATH BENEFIT

SYNERGY PATH

TRAITS

SPELL AND EFFECTS

SPELL AND EFFECTS

PATH

○ ○ ○

PATH BENEFIT

SYNERGY PATH

TRAITS

SPELL AND EFFECTS

SPELL AND EFFECTS

SPELL AND EFFECTS

SPELL AND EFFECTS

SPELL AND EFFECTS

ULTRAMODERN(5)

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CHARACTER NAME

AGE	APPARENT AGE	GENDER	NATIONALITY

HAIR	EYES	HEIGHT	WEIGHT

PORTRAIT ○○●

DESCRIPTION ○○●

NOTES ○○●