

[b]Ancestry[/b] YOUR_ANCESTRY
[b]Background[/b] YOUR_BACKGROUND
[b]Languages[/b] YOUR_LANGUAGES

[B][i]APPEARANCE[/i][B]

What do you look like? this doesn't have to be a full backstory, just an interesting glimpse and a hook.

[B][i]DEFENSE[/i][B]

[b]HP[/b] YOUR_HP
[b]AC[/b] YOUR_AC (YOUR_AC_WITH_SHIELD)
[b]Speed[/b] YOUR_SPEED
[dice=[b]Fort[/b] (E)]1d20+YOUR_FORT_MODIFIER[/dice] [smaller]ANY_NOTES[/smaller]
[dice=[b]Ref[/b] (M)]1d20+YOUR_REF_MODIFIER[/dice] [smaller]ANY_NOTES[/smaller]
[dice=[b]Will[/b] (M)]1d20+YOUR_WILL_MODIFIER[/dice] [smaller]ANY_NOTES[/smaller]
[dice=[b]Perception[/b] (M)]1d20+YOUR_PERCEPTION_MODIFIER[/dice] [smaller]+1 circ. vs traps[/smaller]

[B][i]OFFENSE[/i][B]

[b][smaller]Melee[/smaller][b]

[dice=WEAPON_NAME]1d20+ATTACK_MODIFIER[/dice]
[dice=DAMAGE_TYPE]DAMAGE_DICE[/dice]
[dice=CONDITIONAL_DAMAGE_DICE]DAMAGE_DICE[/dice]

[dice=WEAPON_NAME]1d20+ATTACK_MODIFIER - MAP_2[/dice]
[dice=DAMAGE_TYPE]DAMAGE_DICE[/dice]
[dice=CONDITIONAL_DAMAGE_DICE]DAMAGE_DICE[/dice]

[b][smaller]Ranged[/smaller][b]

[dice=WEAPON_NAME]1d20+ATTACK_MODIFIER[/dice]
[dice=DAMAGE_TYPE]DAMAGE_DICE[/dice]
[dice=CONDITIONAL_DAMAGE_DICE]DAMAGE_DICE[/dice]

[dice=WEAPON_NAME]1d20+ATTACK_MODIFIER - MAP_2[/dice]
[dice=DAMAGE_TYPE]DAMAGE_DICE[/dice]
[dice=CONDITIONAL_DAMAGE_DICE]DAMAGE_DICE[/dice]

[B][i]SKILLS[/i][B]

[dice=[b]Acrobatics[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b>Arcana[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b>Athletics[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b>Crafting[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b>Deception[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b>Diplomacy[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]

[dice=[b]Intimidation[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Medicine[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Nature[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Occultism[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Performance[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Religion[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Society[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Stealth[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Survival[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]Thievery[/b] (TEML)]1d20+YOUR_MODIFIER[/dice]

[smaller][b]LORE[/b][/smaller]

[dice=[b]LORE_1[/b] (T)]1d20+YOUR_MODIFIER[/dice]
[dice=[b]LORE_2[/b] (T)]1d20+YOUR_MODIFIER[/dice]

[B][i]USEFUL MACROS[/i][/B]

[b][smaller]Dread Marshal Stance Example Macro[/smaller][/b]

[dice=Dread Marshal Stance, DC 24]1d20+18[/dice] [ooc]=> Stance is a [b]X'[/b] aura.[/ooc]

[spoiler=Stance Results][b]Critical Success[/b] Your marshal's aura increases to a 20-foot emanation, and it grants you and allies a status bonus to damage rolls equal to the number of weapon damage dice of the unarmed attack or weapon you are wielding that has the most weapon damage dice. When you or an ally in the aura critically hits an enemy with a Strike, that enemy is frightened 1.

[b]Success[/b] As critical success, but your aura's size doesn't increase.

[b]Failure[/b] You fail to enter the stance.

[b]Critical Failure[/b] You fail to enter the stance and can't take this action again for 1 minute.[/spoiler]

[B][i]BOTTING[/i][/B]

[b]1.[/b] DO_THING_FIRST

[b]2.[/b] DO_THING_SECOND

[b]3.[/b] ELSE_DO_THING

[B][i]EQUIPMENT[/i][/B]

[b][smaller]Worn[/smaller][/b]

YOUR_WORN_ITEMS

[b][smaller]Wielded[/smaller][/b]

YOUR_WIELDED_ITEMS

[b][smaller]Invested[/smaller][/b]

YOUR_INVESTED_ITEMS

[b][smaller]Stowed[/smaller][[/b]

YOUR_STOWED_ITEMS

[b][i]BOONS & PAPERWORK[/i][[/b]

[url=LINK_TO_INVENTORY_TRACKING_SHEET]ITS[/url]

[url=LINK_TO_CHRONICLES_FOLDER]Chronicles & Boone[/url]

[b][i]LEVELING[/i][[/b]

[b][smaller]Level 1[/smaller][[/b]

ancestry: YOUR_ANCESTRY
ancestry heritage: YOUR_HERITAGE
background: YOUR_BACKGROUND
initial proficiencies: YOUR_PROFICIENCIES
pathfinder school: YOUR_SCHOOL
CLASS_SPECIFIC FEATURES_AND_ABILITIES

[b][smaller]Level 2[/smaller][[/b]

CLASS_FEATURES

[b][smaller]Level 3[/smaller][[/b]

CLASS_FEATURES