

CHARACTER NAME _____

ANCESTRY _____ SIZE _____ BACKGROUND _____

LEVEL _____ EXPERIENCE POINTS (XP) _____
CLASS _____

ALIGNMENT _____ DEITY _____ AGE _____ GENDER _____

LANGUAGES _____

ABILITY SCORES

STRENGTH MODIFIER _____ SCORE _____
STR _____

INTELLIGENCE MODIFIER _____ SCORE _____
INT _____

DEXTERITY MODIFIER _____ SCORE _____
DEX _____

WISDOM MODIFIER _____ SCORE _____
WIS _____

CONSTITUTION MODIFIER _____ SCORE _____
CON _____

CHARISMA MODIFIER _____ SCORE _____
CHA _____

SPEED (FEET) _____ **CLASS DC** _____ **HERO POINTS** _____

_____ 10+ _____ + _____

HIT POINTS

MAX _____ **CURRENT** _____ **TEMPORARY** _____

SENSES

PERCEPTION _____ **WIS** _____ **PROF** _____ **ITEM** _____

LOW-LIGHT VISION _____ **DARKVISION** _____

SAVING THROWS

FORTITUDE _____ **CON** _____ **PROF** _____ **ITEM** _____

REFLEX _____ **DEX** _____ **PROF** _____ **ITEM** _____

WILL _____ **WIS** _____ **PROF** _____ **ITEM** _____

ARMOR CLASS

AC _____ **DEX CAP** _____ **DEX** _____ **PROF** _____ **ITEM** _____

TAC _____ **DEX CAP** _____ **DEX** _____ **PROF** _____ **ITEM** _____

UNTRAINED = LEVEL -2
MASTER = LEVEL +2

TRAINED = LEVEL
LEGENDARY = LEVEL +3

EXPERT = LEVEL +1

WEAPON PROFICIENCIES

SIMPLE
T E M L

MARTIAL
T E M L

T E M L

LIGHT
T E M L

MEDIUM
T E M L

HEAVY
T E M L

SHIELDS
T E M L

MELEE STRIKES

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **TRAITS** _____

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **TRAITS** _____

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **TRAITS** _____

RANGED STRIKES

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **RANGE** _____ **TRAITS** _____

_____ = _____ **ABILITY** _____ **PROF** _____ **ITEM** _____ **DAMAGE** _____ **BONUS** _____ **RANGE** _____ **TRAITS** _____

SKILLS

ACROBATICS _____ **DEX** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

ARCANA _____ **INT** _____ **PROF** _____ **ITEM** _____

ATHLETICS _____ **STR** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

CRAFTING _____ **INT** _____ **PROF** _____ **ITEM** _____

DECEPTION _____ **CHA** _____ **PROF** _____ **ITEM** _____

DIPLOMACY _____ **CHA** _____ **PROF** _____ **ITEM** _____

INTIMIDATION _____ **CHA** _____ **PROF** _____ **ITEM** _____

LORE _____ **INT** _____ **PROF** _____ **ITEM** _____

LORE _____ **INT** _____ **PROF** _____ **ITEM** _____

MEDICINE _____ **WIS** _____ **PROF** _____ **ITEM** _____

NATURE _____ **WIS** _____ **PROF** _____ **ITEM** _____

OCCULTISM _____ **INT** _____ **PROF** _____ **ITEM** _____

PERFORMANCE _____ **CHA** _____ **PROF** _____ **ITEM** _____

RELIGION _____ **WIS** _____ **PROF** _____ **ITEM** _____

SOCIETY _____ **INT** _____ **PROF** _____ **ITEM** _____

STEALTH _____ **DEX** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

SURVIVAL _____ **WIS** _____ **PROF** _____ **ITEM** _____

THIEVERY _____ **DEX** _____ **PROF** _____ **ITEM** _____ **ARMOR** _____

ACTIONS AND ACTIVITIES

_____ **TRAITS** _____

_____ **TRAITS** _____

_____ **TRAITS** _____

REACTIONS AND FREE ACTIONS

_____ **TRAITS** _____

TRIGGER _____ **TRAITS** _____

TRIGGER _____ **TRAITS** _____

ANCESTRY FEATS

1st

5th

9th

13th

17th

CLASS FEATS AND FEATURES

1st

1st

1st

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

16th

17th

18th

19th

20th

SKILL FEATS

Background

2nd

4th

6th

8th

10th

12th

14th

16th

18th

20th

GENERAL FEATS

3rd

7th

11th

15th

19th

BONUS FEATS

COINS

PP

GP

SP

CP

EQUIPMENT

BULK

BULK

BULK

BULK

BULK

BULK

BULK

BULK

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BULK

BULK

BULK

BULK

BULK

BULK

ENC

STR

MAX

STR

TOTAL

BULK

=

+5

=

+10

RESONANCE

MAX

CHA

LEVEL

INV






SPENT

=

+

SPELLS

CASTER TYPE		
PREPARED	<input type="radio"/>	ARCANE <input type="radio"/>
SPONTANEOUS	<input type="radio"/>	DIVINE <input type="radio"/>
		OCCULT <input type="radio"/>
		PRIMAL <input type="radio"/>

SPELL ROLL AND DC				
SPELL ROLL	DC	ABILITY	PROF	ITEM
	 10+			

SPELL SLOTS					
CANTRIPS					
1ST	2ND	3RD	4TH	5TH	
6TH	7TH	8TH	9TH	10TH	

SPONTANEOUS SPELLS REMAINING

SPONTANEOUS HEIGHTENING

CANTRIPS

[illegible][illegible]

SPELLS									
		LVL	HEIGHTENED	ACTIONS					
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
		LVL	HEIGHTENED	ACTIONS					
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
		LVL	HEIGHTENED	ACTIONS					
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
		LVL	HEIGHTENED	ACTIONS					
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
		LVL	HEIGHTENED	ACTIONS					
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			

SPELL POINTS			
CURRENT	MAXIMUM	ABILITY	FEATS

POWERS			
COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS
COST		HEIGHTENED	ACTIONS

NOTES

EQUIPMENT

WEAPONS

	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	

ARMOUR

	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	

OTHER ITEMS

	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	
	BULK	EQUIP	

PROPERTIES

PROPERTIES

PROPERTIES

AMMUNITION

	#			BULK
	#			BULK
	#			BULK
	#			BULK

CONSUMABLES

	#			BULK
	#			BULK
	#			BULK
	#			BULK

BULK ENC 5+ STR MAX 10+

NOTES