

CHARACTER NAME _____

ANCESTRY _____ SIZE _____ BACKGROUND _____

LEVEL _____ EXPERIENCE POINTS (XP) _____
CLASS _____

ALIGNMENT _____ DEITY _____ AGE _____ GENDER _____

LANGUAGES _____

ABILITY SCORES

STRENGTH MODIFIER _____ SCORE _____
STR _____
DEXTERITY MODIFIER _____ SCORE _____
DEX _____
CONSTITUTION MODIFIER _____ SCORE _____
CON _____
INTELLIGENCE MODIFIER _____ SCORE _____
INT _____
WISDOM MODIFIER _____ SCORE _____
WIS _____
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** _____

SPELLS

CASTER TYPE		
PREPARED	<input type="radio"/>	ARCANE <input type="radio"/>
SPONTANEOUS	<input type="radio"/>	OCCULT <input type="radio"/>
		DIVINE <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				
1ST	2ND	3RD	4TH	5TH
6TH	7TH	8TH	9TH	10TH

SPONTANEOUS HEIGHTENING

CANTRIPS

[illegible]

SPELLS				
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
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<div>PREP</div>		LVL	HEIGHTENED	ACTIONS
<div>PREP</div>		LVL	HEIGHTENED	ACTIONS

SPELLS						
PREP	LVL	HIGHTENED	ACTIONS			
PREP	LVL	HIGHTENED	ACTIONS			
PREP	LVL	HIGHTENED	ACTIONS			
PREP	LVL	HIGHTENED	ACTIONS			
PREP	LVL	HIGHTENED	ACTIONS			

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

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AMMUNITION

	#			BULK
	#			BULK
	#			BULK
	#			BULK

CONSUMABLES

	#			BULK
	#			BULK
	#			BULK
	#			BULK

BULK ENC 5+ STR MAX 10+

NOTES