A THU	-farage	CHARACTER NAMI	2	LEVEL VP	HERO POINTS —
SALHI	FINDER			XP	Gain 1 at the start of each session
CHARAC'	TER SHEET	Player Name			and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.
ANCESTRY —		BACKGROUND —		CLASS —	7
Heritage and Traits	Size	Background Notes		Class Notes	
ATTRIBUTES —					
Strength OPartial Boost	Dexterity OPartial Boost	Constitution OPartial Boost	Intelligence OPartial Boost	Wisdom OPartial Boost	Charisma OPartial Boost
Armor Class Shie	eld	Fortitude Re	flex Will	HIT POINTS Curren	t HP Temporary HP
Ţ	Hardness Max HP BT HP			\sim	Dying () ()
4	Armor Proficiencies				Wounded
10 · · ·	Unarmored Light Medium Heavy		rof Item Wis Prof Item	Resistances and Immunitie	S
Base Dex* Prof Item * Use armor's Dex cap if lower	M M M M M M M M M	Defenses Notes		Conditions	
SKILLS —		Tour vi	LANGUAGES	PERCEPTION —	SPEED
Acrobatics	Dex Prof Item A	Skill Notes		T + +	feet
Arcana [T + +			Senses and Notes	Special Movement
Athletics L	Int Prof Item				
Athletics	Str Prof Item A	ırmor	STRUCTO		
Crafting	Int Prof Item		STRIKES ————— Melee Strikes		_
Deception			Weapon		Damage
Diplomacy [Cha Prof Item		T 's IN s	Str Prof Item	OB OP OS
Dipiolilacy			Traits and Notes Weapon	A A	Damage
Intimidation	T + + Cha Prof Item			Str Prof Item	B OP OS
Lore			Traits and Notes	· — · Su Più item	
Lore	Int Prof Item		Weapon	<u> </u>	Damage
	Int Prof Item		T : 1N:	Str Prof Item	OB OP OS
Medicine	Wis Prof Item		Traits and Notes Ranged Strikes		
Nature [Weapon		Damage
Occuption (Wis Prof Item			Dex Prof Item	B OP OS
Occultism [∐∟ Int Prof Item		Traits and Notes		
Performance	Cha Prof Item		Weapon		Damage B B P S
Religion	T + +		Traits and Notes	Dex Prof Item	
) =	Wis Prof Item		Weapon Proficiencies Unarmed Simple Martial Advance	d Other	Critical Specializations
Society	Int Prof Item			T E M L	
Stealth [Dex Prof Item A	rmor	Mi Mi Mi Mi Mi Class DC ———	Mi' Reminders ——	
Survival	Wis Prof Item			Proficiency Untrained +0	Action Icons ◆ Single Action
)=				Trained 2 + level Expert 4 + level	Two-Action Activity Three-Action Activity
Thievery [Dex Prof Item A	rmor	10 · · ·	Master 6 + level	Free Action Reaction

ANCESTRY AND GENERAL FEATS ——	CLASS ABILITIES —	INVENTORY —	
Ancestry and Heritage Abilities	Class Feats and Features	Held Items	Bulk
Ancestry Feat			
Background Skill Feat			
Skill Feat	Class Feat		
General Feat	Class Feature	Consumables	Bulk
Skill Feat	Class Feat		
	Class Feature		
Skill Feat	Class Feat		
General Feat	Class Feature		
Skill Feat	Class Feat	W. II	
3		Worn Items Invested	Bulk
Ancestry Feat	Class Feature		
10	Class Feat		
General Feat	Class Feature		
Skill Feat	Class Feat		
Ancestry Feat	Class Feature		
Skill Feat	Class Feat		
General Feat Boosts	Class Feature	Bulk Light Items 10 light Bulk items =	1 Bulk
Skill Feat	Class Feat	Encumbered Bulk 5 + Str Maximum Bulk 10 + Str	
Ancestry Feat	Class Feature	WEALTH SP GP PP	
Skill Feat	Class Feat		
General Feat	Class Feature	Gems and Artwork Price	Bulk
Skill Feat Boosts	Class Feat		

CHARACTER S	Кетсн ———		ORIGIN AN	D APPE	ARANCE					
			Ethnicity	Nation	ality	Birthplace	Age	Gender & Pronouns	Height	Weight
			Appearance							
			PERSONAL	ІТҮ —						
			Attitude				Deity or P	hilosophy		
			Edicts				Anathema	ı		
			Likes							
			Dislikes							
			Catchphrases							
CAMPAIGN NO	OTES —									
Notes					Allies					
					Enemies					
					Organizat	ions				
ACTIONS AND	ACTIVITIES				FREE A	ACTIONS AN	D REAC	TIONS —		
Name	Actions	Traits		Page #	Name		○ �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		○ �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		○ �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		○ \$	Traits		Page #
Effects					Trigger					
					Effects					

MAGICAL TRADITION —			SPELL SLOTS —								
	OPrepared Caste		Spells per Day	$\neg \mid \neg $		$\overline{}$	mr	$\neg \neg \vdash $		\cap r	~
Primal Divine	OSpontaneous C	aster	Spell Rank	$\widetilde{1}$ $\widetilde{2}$	3	4	5	$\widetilde{6}$ $\widetilde{7}$	8 9		10
SPELL STATISTICS —			Spells Remaining							\Box	
Spell Attack	Spell DC		SPELLS —								
Key Prof	3 H 10 + Base Ke	+ Prof	Name	A	ctions Rank	Prep	Name		Actions	Rank	Prep
	L Dasc No	y 1101									
CANTRIPS —		$\overline{}$									
Cantrips per Day	Cantrip Rank 1/2 your level rounded up										
Name	Action	ns Prep									
Focus Species											
Focus Points O F	ocus Spell Rank										
	1/2 your level rounded up	n 31.									
Focus Pool Equals the number of focus spe Refocus Spend 10 minutes to regain 1 Focu Name		Actions									
Name	/	ACTIONS									
INNATE SPELLS —											
Name	Actions	Freq									
			RITUALS —								
			Name		Rank	Cost	Name			Rank	Cost