						ANCESTRY AND HERITA	AGE		LEMEL
						BACKGROUND			\$
PROFICIENCY	•	Single Action				CLASS			HERO POINTS
Untrained +0 Trained 2+Level Expert 4+Level	.,,,,	Two-Action Activity Three-Action Activity				SIZE ALIGNMENT	TRAITS		a b
Master 6+Level Legendary 8+Le	evel 🤝	Free Action Reaction	EXPERIENCE POINTS (XP)			DEITY			٩٩
	ABIL	ITY SCO	DRES		ARMOR	CLASS		HIT	POINTS
	STR	STRE	ENGTH SCORE	AC	= 10 DEX	CAP PROF T E M L	ITEM	CURRENT	TEMPORARY
	DEX	DEXT	ERITY SCORE	1	UNARMORED T E M L		HEAVY E M L		OYING WOUNDED
	CON	CONSTIT	UTION SCORE		Shield (+	HARDNESS MAX HP BT	CURRENT HP	RESISTANCES AND IMMUI	NITIES
	INT	INTELLI	GENCE SCORE	FORTITUDI		THROWS	ILL	CONDITIONS	
	WIS	WI	SDOM SCORE	CON PROF	DEX	PROF WIS	PROF		
	CHA	CHAI	RISMA SCORE	ITEM TEM	·	T E M L ITEM			EPTION TEMI ITEM
	C	LASS D			L & ITEM			SENSES	
	= 10 BASE	KEY PROF	T E M L ITEM	NOTES					
SPE	ED	F) =	MOVEMENT TYPE	S & NOTES			SKILL		
		ME	LEE STRII	(ES		ACROBATICS (= DEX	PROF T E M L	ARMOR -
WEAPON		1(11-)	$\neg (\widehat{})_{\bullet}$	STR PROF T E M	L	ARCANA ()= INT	PROF T E M L	ITEM
DAMAGE <<	>>>>>>	····				ATHLETICS	= STR	PROF T E M L	ITEM ARMOR
DICE	STR	B W SPEC	OTHER	TRAITS		CRAFTING	INT	PROF T E M L	ITEM
WEAPON			$\neg \frown$	STR PROF T E M	L		CHA	PROF T E M L	ITEM
DAMAGE <<	>>>>>>>	····				DECEPTION (CHA		ITEM
DICE		B W SPEC P S	OTHER	TRAITS		DIPLOMACY ()=		
WEAPON			$\neg \frown $	STR PROF T F M	L	INTIMIDATION (= CHA		ITEM
DAMAGE «	>>>>>>		 │\ <u></u>			LORE ()= INT	PROF T E M L	ITEM
DICE	STR	B W SPEC S	OTHER	TRAITS		LORE	= INT	PROF T E M L	ITEM
			GED STRI	 KES		MEDICINE (= Wis	PROF T E M L	ITEM
WEAPON			7 / =	DEX PROF T E M	L	NATURE (= Wis	PROF T E M L	ITEM
DAMAGE ×	SPECIAL	B W SPEC	OTHER	TRAITS		OCCULTISM	INT	PROF T E M L	ITEM
DICE		o s	Johnsk				CHA	PROF T E M L	ITEM
WEAPON			┐ / -	DEX PROF T E M	L	PERFORMANCE (= wis	PROF T E M L	
DAMAGE ×	SPECIAL	B W SPEC	OTHER	TRAITS		RELIGION (]=[
DIGE		B W SPEC P S				SOCIETY (= INT	PROF T E M L	
WEAPON			┐	DEX PROF T E M	L	STEALTH (= DEX	PROF T E M L	ARMOR
DAMAGE ×	SPECIAL	B W SPEC	OTHER	TRAITS		SURVIVAL (= Wis	PROF T E M L	ITEM
		P				THIEVERY	= DEX	PROF T E M L	ITEM ARMOR
			N PROFIC				LANGUA	CES	
SIMPLE T E M L	MARTIAL T E M	OTHER L T E M L		OTHER T E M L					
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ANCESTRY FEATS AND ABILITIE	S		CLASS FEA	TS .	AND ABILITI	ES
	CIAL 1st	Ϊ.				FEATURE 1st
HERIT	TAGE 1st	ĺ				FEATURE 1st
	FEAT 1st	ĺ				FEAT 1st
F	FEAT 5TH	j				FEAT 2nd
F	FEAT 9тн	ĺ				FEATURE 3rd
Fi	EAT 13 _{TH}	ĺ				FEAT 4 _{TH}
FI	EAT 17 _{TH}	ĺ				FEATURE 5 _{TH}
SKILL FEATS		, 				FEAT 6TH
	ROUND	Ī				FEATURE 7 _{TH}
	2 _{ND}]				FEAT 8 _{TH}
	4тн]				FEATURE 9 _{TH}
	6тн]				FEAT 10 _{TH}
	8тн	ĺ				FEATURE 11 _{TH}
	10тн]				FEAT 12 _{TH}
	12тн	ĺ				FEATURE 13 _{TH}
	14тн]				FEAT 14 _{TH}
	16тн]				FEATURE 15TH
	18тн	j				FEAT 16 _{TH}
	20тн	ĺ				FEATURE 17 _{TH}
GENERAL FEATS						FEAT 18 _{TH}
	3 _{RD}					FEATURE 19 _{TH}
	7 тн					FEAT 20th
	11тн]	Bor	SUS	FEATS	
	15тн]				
	19тн					
	INW		TORY			
WORN ITEMS INVI			READIED ITEMS	BULK	OTHER ITEMS	BULK
(MA)						
			ENCUMBERED	<u> </u>		
			BULK BASE S =5	TR		
			MAXIMUM BASE S	TR		GD DD

CHARACT	er Sk	ЕТСН	ETHNICI	ITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
			APPEARANCE	I :						<u> </u>
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			BELIEFS							
			LIKES			DI	SLIKES			
			CATCHPHRAS	SES						
NOTES			CAN	MPAIC	ALLIES	-S				
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SPELL ATTACK ROLL	SPELL SLOT	IS PER DAY
= KEY PROF T E M L	CANTRIP LEVEL	
SPELL DC	1 2 3 4 S	5 6 7 8 9 10
DC BASE KEY PROF T E M		
= 10	SPONTANEOUS SPEL	
MAGIC TRADITIONS		LLS
ADDAUG OCCUPY	PREP	PREP
ARCANE	ACTIONS	ACTIONS
PRIMAL DIVINE	MMES IV	IMIS IV
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CANTRIPS	ACTIONS	ACTIONS
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ACTIONS		
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ECCHE SPELLS	ACTIONS	ACTIONS
FOCUS SPELLS CURRENT MAXIMUM	MISIV	MIST
FOCUS POINTS	PREP	PREF
ACTIONS	ACTIONS	ACTIONS
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