

Name _____ Class _____ Level _____

Hit Die _____ Hit Points _____ Armor Class _____ Skill Bonus _____

Ability Score

CON _____ / _____

STR _____ / _____

DEX _____ / _____

INT _____ / _____

WIS _____ / _____

CHA _____ / _____

Primary Trait

Secondary Traits

Class Talents:

Class Powers:

Leveling Up:

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	B	B	C	A	B	B	C	A	B	B	C	A	B	B	C	A	B	B

Roll your Hit Die+ Con Bonus, add to HP

A: Increase an Ability Score by 1 (max 20)

B: Increase Skill Bonus by 1,
Add a new Secondary Trait

C:

Equipment Gold _____ Space 10/ _____

Name_____ **Class** Fighter **Level** _____

Hit Die d12 **Hit Points** _____ **Armor Class** _____ **Skill Bonus** _____

Ability Score

CON _____ / _____

STR ____ / ____

DEX _____ / _____

INT _____ / _____

WIS ____ / ____

CHA ____ / ____

Class Talents:

Strength and Constitution Saving Throws , All Weapons, All Armor, Any tests of physical prowess.

Class Powers:

Feat: A deed of impressive athleticism. Attempt anything physically possible as an action.

Outside of combat this may prompt a roll with Advantage, but typically won't trigger one at all.

In combat this action modifies an Attack Roll once per round, with a hit determining success of both the Feat and damage.

Leveling Up:

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	B	B	C	A	B	B	C	A	B	B	C	A	B	B	C	A	B	B

Roll your Hit Die+ Con Bonus, add to HP

A: Increase an Ability Score by 1 (max 20)

B: Increase Skill Bonus by 1,

Add a new Secondary Trait

C: Gain an additional Attack each round

Primary Trait

Secondary Traits

This image shows a full page of primary-ruled paper. It features ten identical horizontal rows designed for handwriting practice. Each row is defined by three lines: a solid top line, a dashed middle line, and a solid bottom line. The rows are evenly spaced and cover most of the page area.

Equipment Gold_____Space 10/_____

[illegible]

Name_____ **Class** Cleric **Level** _____

Hit Die d8 **Hit Points** _____ **Armor Class** _____ **Skill Bonus** _____

Ability Score

CON _____ / _____

STR ____ / ____

DEX _____ / _____

INT _____ / _____

WIS ____ / ____

CHA ____ / ____

Class Talents:

Wisdom and Charisma Saving Throws, Simple Weapons, All Armor, Any tests of Religious Knowledge.

Class Powers:

Prayer: Call upon your deity for aid. Use an action to roll a DC 13 Wisdom Check with Skill Bonus. Tell your god what problem you wish to overcome and they will produce a magical effect to solve it according to their domain.

Each successful use of Prayer increases the DC by 1 until you rest.

If you Pray for Healing, succeed automatically
unless your

DC is above 20 and restore 1d8+ Wisdom Bonus HP.

Leveling Up:

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	B	B	C	A	B	B	C	A	B	B	C	A	B	B	C	A	B	B

Roll your Hit Die+ Con Bonus, add to HP

A: Increase an Ability Score by 1 (max 20)

B: Increase Skill Bonus by 1,
Add a new Secondary Trait

C: 2d8 additional Healed with Prayer

Primary Trait

[illegible]

Secondary Traits

[illegible]

Equipment Gold_____Space 10/_____

[illegible]

Name _____ Class Thief Level _____

Hit Die d8 Hit Points _____ Armor Class _____ Skill Bonus _____

Ability Score

CON _____ / _____

STR _____ / _____

DEX _____ / _____

INT _____ / _____

WIS _____ / _____

CHA _____ / _____

Primary Trait

Secondary Traits

Class Talents:

Dexterity and Charisma Saving Throws, Simple Weapons, Light Armor, Any tests involving reflexes or subtly of movement.

Class Powers:

Sneak Attack: A powerful strike against an unsuspecting opponent. Once per round, if an enemy is distracted, add 1d6 damage to an Attack.

Reaction: Act quickly in response to a sudden event near you. It must be something simple, like throwing a knife, leaping to the side, or drinking a potion. This action resolves before its trigger does and can only be used as often as once a round.

Leveling Up:

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	B	B	C	A	B	B	C	A	B	B	C	A	B	B	C	A	B	B

Roll your Hit Die+ Con Bonus, add to HP

A: Increase an Ability Score by 1 (max 20)

B: Increase Skill Bonus by 1,
Add a new Secondary Trait

C: +2d6 additional Sneak Attack damage

Equipment Gold _____ Space 10/ _____

Name _____ Class Magic User Level _____

Hit Die d6 Hit Points _____ Armor Class _____ Skill Bonus _____

Ability Score

CON _____ / _____

STR _____ / _____

DEX _____ / _____

INT _____ / _____

WIS _____ / _____

CHA _____ / _____

Primary Trait

Secondary Traits

Class Talents:

Intelligence and Wisdom Saving Throws, No Weapons, No Armor, Any tests of Arcane Knowledge.

Class Powers:

Magic: Cast a number of spells each day equal to your Level plus your Intelligence Modifier.

You can cast a number of spells each day equal to your Level plus your Intelligence Modifier.

School: Choose a School of Magic.

Abjuration - protective or warding

Conjuration - summoning or creation

Divination - predictive or informative

Enchantment - positive or negative continuous

Evocation - energy or elemental manipulation

Illusion - false sensory trickery

Necromancy - life force manipulation

Transmutation - physical matter alteration

Leveling Up:

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
A	B	B	C	A	B	B	C	A	B	B	C	A	B	B	C	A	B	B

Roll your Hit Die+ Con Bonus, add to HP

A: Increase an Ability Score by 1 (max 20)

B: Increase Skill Bonus by 1,

Add a new Secondary Trait

C: Gain an additional School of Magic

Equipment Gold _____ Space 10/ _____

Spell Casting / Prayer Affect Matrix

Power Tier (Potential Damage)

Roll	LVL 1-4	LVL 5-8	LVL 9-12	LVL 13-16	LVL 17-20
10	M (6)	M (8)	S (10)	A (12)	A (13)
15	M (11)	S (16)	A (20)	A (23)	L (25)
20	S (17)	A (24)	L (30)	L (35)	E (38)
25	S (28)	A (41)	L (51)	E (58)	E (63)
30	A (45)	L (65)	E (81)	E (92)	G (102)

If the spell would impose a Save DC, that DC is equal to the number rolled by the caster when casting the spell. If multiple targets would be damaged, they may Save for half.

Power Tiers

Mundane [M]

Magic that can be mistaken for minor natural phenomena. These spells can be cast on a single target that you can see and only non-hindering effects can last more than a moment.

Supernatural [S]

Obvious but minor displays of magic. These spells can be cast on a small number of targets or in a contained area, have roughly the power of a typical person, and ongoing effects last a short time.

Awesome [A]

Impressive and powerful, but limited spells. These spells can affect a wide area or a single target at great distance. They have the force of several beasts of burden and can last up to a day.

Legendary [L]

Magic like that in old stories, wondrous and impactful. These spells can affect large areas and discern between friend and foe. Ongoing effects can last weeks or have specific end conditions, such as the next full moon or until the enchanted person performs a task.

Epic [E]

Extreme displays of power that few have ever seen. These spells are limited only in that they can be undone by similarly powerful casters or artifacts that seek to counter or dispel them. Some spells may take time to work depending on their effect. A mage can only manage to cast one such spell before resting.

Godly [G]

Powers usually reserved for a deity. These spells have no limits but can only be cast once before the caster must rest. A GM may impose a cost to certain effects to narratively demonstrate the inability of a mortal to control such forces. Like the character rapidly aging or losing touch with their humanity.

Difficulty Classes:

5	Easy
10	Moderate
15	Difficult
20	Hard
25	Very Hard
30	Nearly Impossible

Disposition Table

1	Hostile, Attacks
2-6	Unfriendly, may attack
7-14	Neutral, uncertain
15-19	Indifferent, uninterested
20+	Friendly, helpful

Gold Needed to Advance

Level	Gold
1	0
2	300
3	900
4	2,700
5	6,500
6	14,000
7	23,000
8	34,000
9	48,000
10	64,000
11	85,000
12	100,000
13	120,000
14	140,000
15	165,000
16	195,000
17	225,000
18	265,000
19	305,000
20	355,000

Potential Deity Response Table (2d6)

- | | |
|----|--|
| 2 | Deity misinterprets the request, is offended by it, feels like the cleric should show some more grit, or decides the situation calls for vague hints rather than miraculous action. In any case, the effect of the prayer is mostly useless. |
| 3 | A ridiculous coincidence ends up twisting fate in the cleric's favor. |
| 4 | Help arrives in the form of protective or curative miracles. |
| 5 | Holy wisdom teaches the cleric how to best resolve the problem (a chance to explain all those hints the party missed). |
| 6 | The cleric is divinely empowered to personally solve the problem at hand. |
| 7 | The most straightforward thing happens. |
| 8 | Whatever the problem is, it can be solved with a good old holy smiting! |
| 9 | Gaze upon me and despair! Enemies are weakened somehow. If the problem is not monster-based then it somehow becomes less severe. |
| 10 | A miraculous environmental change such as parting water, an earthquake , a hail of fire and brimstone, or a doorway where previously there was none. |
| 11 | An angelic (or demonic, or eldritch, etc.) being is sent to aid the cleric. |
| 12 | The best possible outcome happens. Monsters explode in a flash of holy light! Allies rise from the dead! All ailments are cured! If damage is dealt, double it. |