



Player

Campaign

Level



Player

Campaign

Hero Points

3

XP

XP



CHARACTER

ANCESTRY

Heritage

BACKGROUND

CLASS

Subclass

ARCHETYPES

Archetype Feats

of

3

of

3

of

3

SKILLS						
	Skill Bonus	Ability Modifier	Proficiency	Feats Misc	Armour Check Penalty	Assurance
Acrobatics	<div></div>	= DEX	DEX		-	<div></div>
Arcana	<div></div>	= INT	INT			<div></div>
Athletics	<div></div>	= STR	STR		-	<div></div>
Crafting	<div></div>	= INT	INT			<div></div>
Deception	<div></div>	= CHA	CHA			<div></div>
Diplomacy	<div></div>	= CHA	CHA			<div></div>
Intimidation	<div></div>	= CHA	CHA			<div></div>
Lore:	<div></div>	= INT	INT			<div></div>
Medicine	<div></div>	= WIS	WIS			<div></div>
Nature	<div></div>	= WIS	WIS			<div></div>
Occultism	<div></div>	= INT	INT			<div></div>
Performance	<div></div>	= CHA	CHA			<div></div>
Religion	<div></div>	= WIS	WIS			<div></div>
Society	<div></div>	= INT	INT			<div></div>
Stealth	<div></div>	= DEX	DEX		-	<div></div>
Survival	<div></div>	= WIS	WIS			<div></div>
Thievery	<div></div>	= DEX	DEX		-	<div></div>
	<div></div>	=				<div></div>
	<div></div>	=				<div></div>
	<div></div>	=				<div></div>

Assurance May use 10 + proficiency bonus (inc level, but no other bonuses) rather than roll.

SKILL ACTIONS

PERCEPTION

PERCEPTION

WIS

Proficiency

Item

Misc

= WIS + + +

Perception DC = 10 + Perception Bonus

Low-light vision Darkvision Greater Darkvision Scent

CHARACTER NAME

LEVEL

Gender

Age

Size

Deity

Languages

ABILITIES

Ability Modifier = (Ability Score - 10) ÷ 2

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

STR

DEX

CON

INT

WIS

CHA

PROFICIENCY

Untrained

Trained

Expert

Master

Legendary

0

Level +2

Level +4

Level +6

Level +8

SPEED

Stride ft sq

Swim Speed ft sq

Climb Speed ft sq

Fly Speed ft sq

ACTIONS

FOCUS

FOCUS LEVEL = ÷ 2 (Round up)

FOCUS POINTS Total Current

Refocus Regain once between spending focus

10 mins Also treat wounds, repair an item, identify an item, or change armour

+1 Focus Point

HEALTH

HIT POINTS Ancestry = + (+ **CON** +) × + Misc

Current Hit Points hp

Temp Hit Points hp

Dying

Wounded

OVERNIGHT HEALING hp = **CON** × Fast Recovery × 2

Recover Fatigued, Doomed 1, Drained 1

ARMOUR CLASS

ARMOUR CLASS AC = 10 + **DEX** + Proficiency + Armour Bonus + Armour Potency + Items + Misc

Temp AC + AC

Unarmoured Light Medium Heavy

Raise Shield + AC

Shield Block Deduct hardness, then apply remaining damage to both shield and yourself.

Broken ≤ hp

ATTACKS

Multi-Attack Penalty 2nd -5 3rd -10

Agile 2nd -4 3rd -8

Attack Bonus = Ability Proficiency Potency Damage d + Type Striking Misc

Weapon Traits Critical

Attack Bonus = Ability Proficiency Potency Damage d + Type Striking Misc

Weapon Traits Critical

Attack Bonus = Ability Proficiency Potency Damage d + Type Striking Misc

Ammo # Weapon Traits Critical

Attack Bonus = Ability Proficiency Potency Damage d + Type Striking Misc

Ammo # Weapon Traits Critical

SAVING THROWS

FORTITUDE FORT = **CON**

REFLEX REF = **DEX**

WILL WILL = **WIS**

Save DC = 10 + Save Bonus

Upgrade success When you roll a success, it becomes critical success

Reduce failure When you roll a critical failure, it becomes failure

EFFECTS

#


#

[illegible]


HERITAGE

ETHNICITY

BACKGROUND



GENERAL FEATS



Level

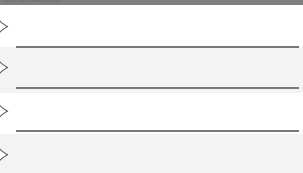
3

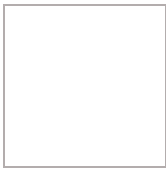
SKILL FEATS

NOTES

BACKGROUND SKILL FEAT

PROFICIENCIES





CLASS

CLASS DC

CLASS DC

Key Ability

Proficiency

Item

DC

= 10+

1

2

3

4

5

6

7

8

9

SPELL ATTACK

Key Ability

Proficiency

Item

=

SPELL DC

Key Ability

Proficiency

Item

DC

= 10+

CLASS FEATURES

Level

Level

Level

Level

Level

Level

SUBCLASS

Level

Level

Level

Level

CANTRIPS

SPELLS

1st

2nd

3rd

4th

CLASS FEATS

Level

1

Level

2

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20

INVENTORY

Value	Weight
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Readied

[illegible]

Total weight	B	L
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10 light = 1 bulk

[illegible]



-2 Bulk	B	L
---------	---	---

[illegible]

Encumbrance STR Carry Limit STR

$\boxed{B} = 5 + \text{STR}$ $\boxed{B} = 10 + \text{STR}$

ARMOUR

AC Bonus	Potency	Runes
		
Category	Bulk	
DEX Cap	Strength Rating	Check Penalty
	—	—
		ft
Armour Traits		
<input type="checkbox"/> Flexible	<input type="checkbox"/> Noisy	

SHIELD

Diagram illustrating the components of a shield's defense:

- AC Bonus** (left side, above the line)
- Bulk** (right side, above the line)
- Hardness** (left side, below the line)
- Broken** (right side, below the line)
- hp ≤ hp** (center, below the line)
- Hit Points** (right side, below the line, represented by a heart icon)

MONEY

Platinum						pp
Gold						gp
Silver						sp
Copper						cp
TOTAL						cp

1000 coins = 1 bulk

SCROLLS

[illegible]

INVESTED ITEMS

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____

POTIONS

[illegible]

LEVEL UP



Step One

Increase your level by 1 and subtract 1000 XP.

Step Two

Increase your maximum Hit Points.

Step Three

Add class features from your class advancement table.

ABILITY BOOST

At levels 5, 10, 15 and 20, boost 4 different ability scores. Increase by 1 if the score is already 18 or above, or 2 if not.

SKILL INCREASE

At select levels, increase proficiency in one skill.

Level 7 May increase a skill to master.

Level 15 May increase a skill to legendary.

WEAPON SPECIALISATION

Level Bonus weapon damage

+2 +3 +4

Step Four

Select feats as indicated on your class advancement table.

Ancestry feats

CRB p33

Class feats

CRB p66

General feats

CRB p255 5-1

Skill feats

CRB p255 5-2

Step Five

Add spells and spell slots if your class grants spellcasting.

Spells

CRB p297

Focus Spells

CRB p386

Step Six

Increase all of your proficiency bonuses, and add proficiencies from skill increases or other class features. Increase any statistics that changed as a result of ability boosts or other abilities.

Step Seven

Adjust bonuses from feats and other abilities that are based on your level.

ADVANCEMENT

Class

Level	Advancement	Ancestry feat	General feat	Class feat	Skill feat	Skill increase
1		<input type="checkbox"/>				
2				<input type="checkbox"/>	<input type="checkbox"/>	
3			<input type="checkbox"/>			<input type="checkbox"/>
4				<input type="checkbox"/>	<input type="checkbox"/>	
5	<input type="checkbox"/> Ability boost × 4	<input type="checkbox"/>				<input type="checkbox"/>
6				<input type="checkbox"/>	<input type="checkbox"/>	
7			<input type="checkbox"/>			<input type="checkbox"/>
8				<input type="checkbox"/>	<input type="checkbox"/>	
9		<input type="checkbox"/>				<input type="checkbox"/>
10	<input type="checkbox"/> Ability boost × 4			<input type="checkbox"/>	<input type="checkbox"/>	
11			<input type="checkbox"/>			<input type="checkbox"/>
12				<input type="checkbox"/>	<input type="checkbox"/>	
13		<input type="checkbox"/>				<input type="checkbox"/>
14				<input type="checkbox"/>	<input type="checkbox"/>	
15	<input type="checkbox"/> Ability boost × 4		<input type="checkbox"/>			<input type="checkbox"/>
16				<input type="checkbox"/>	<input type="checkbox"/>	
17		<input type="checkbox"/>				<input type="checkbox"/>
18				<input type="checkbox"/>	<input type="checkbox"/>	
19			<input type="checkbox"/>			<input type="checkbox"/>
20	<input type="checkbox"/> Ability boost × 4			<input type="checkbox"/>	<input type="checkbox"/>	

RETRAINING

With your GM's permission, you can retrain certain features.

FEATS

1 Replace one feat with another of the same type and appropriate level.
week

SKILLS

Swap out one of your skill proficiency ranks, including initial skills.

1 The new proficiency rank cannot exceed the rank you traded away.
week

CLASS FEATURES

1 Change a class choice. GM will tell you how long this takes – always at least a month.
month