

PLAYER NAME

CHARACTER NAME



CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2

PHYSICAL

MENTAL

MIG

AGI

CHA

INT

NOVICE ADEPT EXPERT MASTER GRANDM.

2 4 6 8 10

EXPERTISE

PRIME = Highest Attribute

AWARENESS

MIGHT

SAVE

ATHLETICS

INTIMIDATION

AGILITY

SAVE

ACROBATICS

TRICKERY

STEALTH

CHARISMA

SAVE

ANIMAL

INFLUENCE

INSIGHT

INTELLIGENCE

SAVE

INVESTIGATION

MEDICINE

SURVIVAL

HEALTH POINTS

PRECISION Defense AREA

TEMP MAX B WB

HEAVY BRUTAL

PDR EDR MDR

COMBAT

ATTACK / SPELL CHECK = CM + Prime

SAVE DC = 10 + CM + Prime

INITIATIVE = CM + AGI

ATTACKS

Name	Dmg.	Type

RESOURCES

Cap

STAMINA POINTS

MANA POINTS

REST POINTS = Max HP

GRIT POINTS = CHA + 2

MOVE SPEED

HOLD BREATH

FLY SWIM GLIDE CLIMB BURROW

JUMP DISTANCE

EXHAUSTION

Checks, Saves, Speed, Save DC

-1 -2 -3 -4 -5

DEATH THRESHOLD = Prime + CM

TRADES

ARCANA HISTORY NATURE OCCULTISM RELIGION

LANGUAGES

LANGUAGE CHECK = d20 + (Intelligence or Charisma)

LIMITED FLUENT

MISC

FEATURES

STORED



SUPPLIES



ATTUNEMENT

Slots ATTUNEMENT SLOTS = Prime



EQUIPPED

	HEAD glasses, goggles, hat, hood, crown, helmet
	NECK necklace, amulet, choker
	MANTLE cloak, cape, shawl, scarf, backpack, pauldron
	BODY vest/tunic/cuirass, trousers/leggings/greaves
	WAIST belt, sash, waistband
	HANDS gloves, bracers, handwraps, gauntlets
	RING RIGHT ring on right hand
	RING LEFT ring on left hand
	FEET boots, sandals, sabatons

CARRIED

