	CI-	naracter Name —————	Level ———— Hero Points ——			
CTARA	NDER -		XP \\ \(\sum_{\color \color \			
Character	· Sheet		Gain 1 at the start of each session and when granted by the GM.			
Ancestry ———	Pia	yer Name OCKground ————————————————————————————————————	Spend 1 to reroll a check. Spend All to avoid death.			
,						
Heritage and Traits	Size	kground Notes	Class Notes			
Attributes ———						
Strength	Dexterity	Constitution Intelligence	Wisdom Charisma			
OPartial Boost	OPartial Boost	Constitution OPartial Boost Intelligence OPartial Boost	OPartial Boost OPartial Boost			
Armor Class Shield		ortitude Reflex Will	Hit Points Maximum Current HP Temporary HP			
	lardness Max HP BT HP		Dying () () ()			
	mor Proficiencies armored Light Medium Heavy		Wounded			
10 · · ·	<u> Ji Di Di Co</u>	n Prof Item Dex Prof Item Wis Prof Item ense & Environmental Protection Notes	Resistances and Immunities			
Base Dex* Prof Item * Use armor's Dex cap if lower		ense & Livironmental Frotection Notes	Conditions			
Skills —		Languages ——— Percept	rion — Speed —			
Acrobatics (Dex Prof Item Armor	T T				
Arcana	Ŭ <u>t</u> + +	Senses and N	is Prof Item feet Iotes Special Movement			
Athletics	Int Prof Item T E Str Prof Item Armor	Senses and is	Special Movement			
	□ Str Prof Item Armor					
Computers	Int Prof Item	Strikes —				
Crafting	T + + H H H H H H H H H	Melee Strikes Weapon	Damage			
Deception	Cha Prof Item		Str Prof Item			
	Cha Prof Item	Traits and Notes	Str Pror item			
Diplomacy	Cha Prof Item	Weapon	Damage			
Intimidation ()	☐ + + + H Cha Prof Item		Str Prof Item			
Lore	□ + + + · · ·	Traits and Notes				
Lore	L Int Prof Item	Ranged Strikes Weapon Range (ft.)	Mag/Exp Damage			
	Int Prof Item		+ + /			
Medicine	T + + + H Wis Prof Item	Traits and Notes	Dex Prof Item			
Nature ()	T + +	Weapon Range (ft.)	Mag/Exp Damage			
Occultism (T		Dex Prof Item /			
Performance	L Cha Prof Item	Traits and Notes	Mag/Fym Domaga			
\simeq	Cha Prof Item	Weapon Range (ft.)	Mag/Exp Damage			
Piloting	Dex Prof Item	Traits and Notes	Dex Prof Item			
Religion	T + + + + + + + + + + + + + + + + + + +	Weapon Proficiencies	Critical Specializations			
Society	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\					
	Int Prof Item					
Stealth			Action Icons			
Survival ()	T + + + H Wis Prof Item	Untrained +0 Trained 2 + level	Single ActionTwo-Action Activity			
Thievery	Dex Prof Item Armor	10 + + + Master 6 + level Base Key Prof Item Legendary 8 + level	◆ Three-Action Activity Free Action Reaction			

And	estry and General Feats ——	Class Abilities —————	Inventory —————	
Level 1	Ancestry and Heritage Abilities	Class Feats and Features	Held Items	Bulk
	Ancestry Feat			
	Background Skill Feat			
2	Skill Feat	Class Feat		
3	General Feat	Class Feature	Consumables	Bulk
4	Skill Feat	Class Feat		
5	Ancestry Feat Boosts	Class Feature		
6	Skill Feat	Class Feat		
◆	General Feat	Class Feature		
8	Skill Feat	Class Feat	Worn Items Invested	Bulk
9	Ancestry Feat	Class Feature		
10	Skill Feat Boosts	Class Feat		
1	General Feat	Class Feature	Weapons Mag	Bulk
12	Skill Feat	Class Feat	Weapons	Duik
13	Ancestry Feat	Class Feature		
14	Skill Feat	Class Feat		
15	General Feat Boosts	Class Feature	Bulk Light Items 10 light Bulk items =	1 Bulk
16	Skill Feat	Class Feat	Encumbered Bulk 5 + Str Maximum Bulk 10 + Str	
17	Ancestry Feat	Class Feature	Valuables Price	Bulk
18	Skill Feat	Class Feat		
19	General Feat	Class Feature	Credits UPB (Universal Poymer	Base)
20	Skill Feat Boosts	Class Feat		

Character Sk	etch ——		 Origin and 	Appe	arance ———					
			Port of Call		Homeworld		Age	Gender & Pronouns	Height	Weight
			Appearance							
			Personalit	y ——						
			Attitude			Dei	ity or P	hilosophy		
			Edicts			Ana	athema			
			Likes							
			Dislikes							
			Catchphrases							
Campaign Not	tes ———									
Notes					Allies					
					Enemies					
					Faction					
Actions and A	activities =				Free Actions	and R	Seac.	tions ———		
Name	Actions	Traits		Page #	Name) \$	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name	C	♦	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name	C	\$	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name	C) \$	Traits		Page #
Effects					Trigger					
					Effects					

Magical Tradition			Spell Slots ———						
Arcane Occult	OPrepared Caste	er .	Spells per Day					\bigcap	
Primal Divine	OSpontaneous C	aster	Spell Rank 1	2 3	4	5 6	7 8	9	10
Spell Statistics —	- 6 11.00		Spells Remaining						
Spell Attack	Spell DC		Spells —						
Key Prof	TE 10 + Base Ke	y Prof	Name	Actions Rank	Prep	Name	Actions	Rank	Prep
Cantrips —									
Cantrips per Day	Cantrip Rank 1/2 your level rounded up								
Name		s Prep							
Focus Points O Focus Points O Focus Pool Equals the number of focus Refocus Spend 10 minutes to regain 1 Fo	Focus Spell Rank 1/2 your level rounded up pells you have (maximun cus Point.	n 3).							
Name		Actions							
Innate Spells ——									
Name	Actions	Freq							
			Rituals —						
			Name	Rank	Cost	Name		Rank	Cost