<u></u>	^	CHARACTER NAME	· ———	LEVEL —	HERO POINTS —				
JATH	FINDER			XP	Gain 1 at the start of each session				
CHARACT	TER SHEET	Player Name		and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.					
ANCESTRY —		BACKGROUND —		CLASS ———					
Heritage and Traits	Size	Background Notes		Class Notes					
ATTRIBUTES —									
Strength OPartial Boost	Dexterity OPartial Boost	Constitution O Partial Boost	Intelligence OPartial Boost	Wisdom OPartial Boost	Charisma OPartial Boost				
DEFENSES — Ship		Fautituda Dat	g _{av} W:II	HIT POINTS — Current	HP Temporary HP				
Armor Class Shie	Hardness Max HP BT HP		flex Will						
4 4	Armor Proficiencies Unarmored Light Medium Heavy				Dying () () () () () () () () () () () () ()				
10 · · ·		Con Prof Item Dex Properties Notes	rof Item Wis Prof Item	Resistances and Immunities	S				
Base Dex* Prof Item * Use armor's Dex cap if lower		Deferises notes		Conditions					
SKILLS	V R.	Skill Notes	LANGUAGES —	PERCEPTION —	SPEED				
Acrobatics [Dex Prof Item A			Wis Prof Item	feet				
Arcana [Int Prof Item			Senses and Notes	Special Movement				
Athletics [Str Prof Item A	irmor							
Crafting [Int Prof Item		STRIKES ———— Melee Strikes						
Deception	T + + Cha Prof Item		Weapon		Damage				
Diplomacy	Cha Prof Item		Traits and Notes	Str Prof Item	Š Š				
Intimidation [Weapon		Damage SB				
\succ	Cha Prof Item		Traits and Notes	Str Prof Item	B OP OS				
Lore [Int Prof Item		Weapon	~	Damage				
Lore [Int Prof Item			Str Prof Item	B P				
Medicine	Wis Prof Item		Traits and Notes						
Nature [Ranged Strikes Weapon		Damage 10R				
Occultism [Wis Prof Item			Dex Prof Item	B P S				
=	 ∐∟ Int Prof Item		Traits and Notes Weapon		Damage				
Performance [TE + + Cha Prof Item		VVCapon	Dex Prof Item	B OP OS				
Religion [Wis Prof Item		Traits and Notes	Dex Proi item					
Society			Weapon Proficiencies Unarmed Simple Martial Advance T	d Other	Critical Specializations				
Stealth	Int Prof Item								
)=	Dex Prof Item A	ırmor	CLASS DC	Proficiency	Action Icons				
Survival	Wis Prof Item			Untrained +0 Trained 2 + level Expert 4 + level	[or singkesAsition] [>>>√NoosAstricio As]ivity [>>>h⊅hee>Astrici orAs]tivity				
Thievery (Dex Prof Item A	urmor	10 · · · Base Key Prof Item	Master 6 + level Legendary 8 + level	[⇔areesteinn] [⊅erestion]				

ANG	CESTRY 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		
•	General Feat	Class Feature		
12	Skill Feat	Class Feat		
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	
1	Ancestry Feat	Class Feature	WEALTH SP GP PP	
18	Skill Feat	Class Feat		
19	General Feat	Class Feature	Gems and Artwork Price	Bulk
20	Skill Feat Boosts	Class Feat		

CHARACTER SRETCH	Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight				
	Appearance	1		1	1		1				
	PERSONALITY —										
	Attitude				Deity or Philosophy						
	Edicts Anathema										
	Likes										
	Dislikes										
	Catchphrases										
CAMPAIGN NOTES											
Notes		Allies									
		Enemie	S								
		Organiz	zations								
ACTIONS AND ACTIVITIES ————		FREE	Actions an	D REAC	TIONS ———						

MAGICAL TRADITION -			SPELL SLOTS —								
	Prepared Caste	er	Spells per Day		\neg r	\sim		السار	$\neg \neg \cap$	\neg r	~~
Primal Divine	Spontaneous C	aster	Spell Rank 1	$\frac{1}{2}$ $\frac{1}{3}$	~	4	5 6	J	8 5	~	10
SPELL STATISTICS —			Spells Remaining	ا آ	г	<u> </u>	$\ddot{\Box}$	ا شا د	Ť	, Пг	
Spell Attack	Spell DC				L			_		L	
) to -	+	Name	Actions	Rank	Prep	Name		Actions	Rank	Pren
Key Prof	Base Ke	y Prof	Ivaille	Actions	IVALIK	Пер	Name		Actions	Nain	ттер
CANTRIPS —											
Cantrips per Day	Cantrip Rank										
Name	your level rounded up	ns Prep									
Name	Action	15 ТТСР									
Focus Spells	Carll Daal										
Focus Points O Foc	cus Spell Rank										
Focus Pool Equals the number of focus spells Refocus Spend 10 minutes to regain 1 Focus P											
Name	4	Actions									
INNATE SPELLS ———											
Name	Actions	Freq									
			RITUALS Name		Rank	Cost	Name			Rank	Cost
			Hame		Nain	COST	Name			INGIIN	CUST
			1				1				