DATHFIN	DER)	CHARACTER			ANCESTRY AND HERITAG	ie.		193	VEL
CHARACT SHEET	TER (NAME			BACKGROUND				
PROFICIENCY •	Single Action	PLAYER			CLASS			HERO	POINTS
Trained 2+Level	Two-Action Activity Three-Action Activity	NAME			Size Alignment	TRAITS		∃ g	\bigcap_{i}
Master 6+Level	Free Action Reaction	EXPERIENCE POINTS (XP)			DEITY			<u> </u>	}
ABIL	ITY SCO	DRES			R CLASS		HI	r Poi	NTS
STR	STRE	SCORE		DC BASE	CAP PROF T E M L	ITEM	CURRENT	TEMPO	RARY
DEX MODIFIER	DEXT	ERITY SCORE		UNARMORED T E M L		AVY M L		DYING	OUNDED
CON	CONSTIT	UTION SCORE		Shield (+		CURRENT HP	RESISTANCES AND IM	IMUNITIES	
INT	INTELLIC	GENCE SCORE	FORTITUDE		THROWS EFLEX • WII		CONDITIONS		一
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СНА	CHAF	RISMA -	CON PROF	DEX	PROF WIS	PROF		CEPT Pieme	
MODIFIER		SCORE	ITEM T E M L	ITEM	T E M L]
= DC BASE 10	KEY PROF	T E M L ITEM	NOTES	<u> </u>			SENSES		
SPEED	132	MOVEMENT TYPE	S & NOTES			SKIL	LS		
	ME	LEE STRIE	VF6		ACROBATICS (= DEX	PROF T E M	L	ARMOR
WEAPON	1/1/9	\neg	STR PROF T E M L	ITEM	ARCANA (= INT	PROF T E M	L	
DAMAGE ************************************	***************************************	┘ ∖•√⁼			ATHLETICS	= STR	PROF T E M	LITEM	ARMOR
DICE	B W SPEC	OTHER	TRAITS		CRAFTING		PROF T E M	LITEM	
WEAPON		7(~~)=	STR PROF T E M L	ITEM	DECEPTION	CHA	PROFTEM	L ITEM	
DAMAGE STR	B W SPEC	OTHER	TRAITS	>>>>>>	DIPLOMACY	= CHA	PROF T E M	L ITEM	
WEAPON]P	~~	<u> </u>		INTIMIDATION	CHA	PROF T E M	L ITEM	
WEAPON		<u> </u>	STR PROF	ITEM	LORE		PROF T E M	L ITEM	
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WEAPON	RAN	GED STRI	CDEV CAPACE	ITEM	MEDICINE (=			
DAMAGE *********		=			NATURE (_]=		L	
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WEAPON]s	\neg	DEX PROF T E M L	ITEM	PERFORMANCE (= CHA	PROF T E M	L	
DAMAGE ************************************	***************************************	=			RELIGION (= wis	PROF T E M	L	
DICE SPECIAL	B W SPEC	OTHER	TRAITS		SOCIETY ()= INT	PROF T E M	L	
WEAPON		7/=	DEX PROF T E M L	ITEM	STEALTH ()= DEX	PROF T E M	L	ARMOR
DAMAGE SPECIAL D	B W SPEC	OTHER	TRAITS		SURVIVAL	= Wis	PROF T E M	L	
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SIMPLE MARTIAL TEML TEM I	OTHER L T E M L		OTHER TEML						

ANCESTRY FEATS AND ABILITIE	S		CLASS FEA	TS .	AND ABILITI	ES
	CIAL 1st	Ϊ.				FEATURE 1st
HERIT	TAGE 1st	ĺ				FEATURE 1st
	FEAT 1st	ĺ				FEAT 1st
F	FEAT 5TH	j				FEAT 2nd
F	FEAT 9тн	ĺ				FEATURE 3rd
Fi	EAT 13 _{TH}	ĺ				FEAT 4 _{TH}
FI	EAT 17 _{TH}	ĺ				FEATURE 5 _{TH}
SKILL FEATS		, 				FEAT 6TH
	ROUND	Ī				FEATURE 7 _{TH}
	2 _{ND}]				FEAT 8 _{TH}
	4тн]				FEATURE 9 _{TH}
	6тн]				FEAT 10 _{TH}
	8тн]				FEATURE 11 _{TH}
	10тн]				FEAT 12 _{TH}
	12тн	ĺ				FEATURE 13 _{TH}
	14тн]				FEAT 14 _{TH}
	16тн]				FEATURE 15TH
	18тн	j				FEAT 16 _{TH}
	20тн	ĺ				FEATURE 17 _{TH}
GENERAL FEATS						FEAT 18 _{TH}
	3 _{RD}					FEATURE 19 _{TH}
	7 тн					FEAT 20th
	11тн]	Bor	SUS	FEATS	
	15тн]				
	19тн					
	INIX		TORY			
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(MA)						
			ENCUMBERED	<u> </u>		
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			MAXIMUM BASE S	TR		GD DD

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FREE ACTIONS AND REACTIONS										
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SPELL ATTACK ROLL	SPELL SLOT	IS PER DAY
= KEY PROF T E M L	CANTRIP LEVEL	
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DC BASE KEY PROF T E M		
= 10	SPONTANEOUS SPEL	
MAGIC TRADITIONS		LLS
ADDAUG OCCUPY	PREP	PREP
ARCANE	ACTIONS	ACTIONS
PRIMAL DIVINE	MMES IV	IMIS IV
PRIMAL	ACTIONS	ACTIONS
PREPARED SPONTANEOUS		
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CANTRIPS	ACTIONS	ACTIONS
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