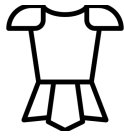


<div>Character name</div>		<div></div>	<div>Level</div>
<div></div>		<div></div>	<div></div>
<div>Player name</div>		<div>Hero points</div>	
<div></div>		<div></div>	
<div>Size</div>	<div>Alignment</div>	<div>Exp points</div>	
<div></div>	<div></div>	<div></div>	
<div>Ancestry and heritage</div>	<div>Background</div>	<div>Class</div>	
<div></div>	<div></div>	<div></div>	
<div>Traits</div>	<div>Deity</div>	<div>Languages</div>	
<div></div>	<div></div>	<div></div>	
<div>Biography</div>			
<div></div>			



Armor class

DEX CAP PROF ITEM
=10+ _____ or _____ + T E M L + _____

Unarmored

Light

Medium

Heavy

T E M L

T E M L

T E M L

T E M L



Shield

Hardness

Max HP

Current



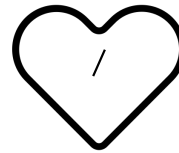
Perception

Proficiency

Item

= WIS + T E M L + _____

Senses



Hit points

Temp Dying Wounded

+ _____ + _____ + _____

Resistances and immunities

Conditions

Saving throws

Proficiency

Item

Fortitude _____ = CON + T E M L + _____

Reflex _____ = DEX + T E M L + _____

Will _____ = WIS + T E M L + _____

Notes

STR ()

DEX ()

CON ()

INT ()

WIS ()

CHA ()

Speed

ft

Movement types & notes

Skills

Proficiency

Item

Armor

Acrobatics _____ = DEX + T E M L + _____ - _____

Arcana _____ = INT + T E M L + _____

Athletics _____ = STR + T E M L + _____ - _____

Crafting _____ = INT + T E M L + _____

Deception _____ = CHA + T E M L + _____

Diplomacy _____ = CHA + T E M L + _____

Intimidation _____ = CHA + T E M L + _____

Medicine _____ = WIS + T E M L + _____

Nature _____ = WIS + T E M L + _____

Occultism _____ = INT + T E M L + _____

Performance _____ = CHA + T E M L + _____

Religion _____ = WIS + T E M L + _____

Society _____ = INT + T E M L + _____

Stealth _____ = DEX + T E M L + _____ - _____

Survival _____ = WIS + T E M L + _____

Thievery _____ = DEX + T E M L + _____ - _____

_____ Lore _____ = INT + T E M L + _____

_____ Lore _____ = INT + T E M L + _____

_____ Lore _____ = INT + T E M L + _____

Weapon proficiencies

Light

Martial

Unarmed

T E M L

T E M L

T E M L

_____ T E M L

_____ T E M L

_____ T E M L

_____ T E M L

Notes

Melee Strikes



Weapon name	Attack	STR	Proficiency	Item
<div><div></div><div>=</div><div>+</div><div>T</div><div>E</div><div>M</div><div>L</div><div>+</div></div>				
Damage	STR	Other damage		W Spec
<div><div>+</div><div>B</div><div>P</div><div>S</div><div>+</div></div>				
Traits				
Critical				
Notes				



Weapon name	Attack	STR	Proficiency	Item
<div><div></div><div>=</div><div>+</div><div>T</div><div>E</div><div>M</div><div>L</div><div>+</div></div>				
Damage	STR	Other damage		W Spec
<div><div>+</div><div>B</div><div>P</div><div>S</div><div>+</div></div>				
Traits				
Critical				
Notes				



Weapon name	Attack	STR	Proficiency	Item
<div><div></div><div>=</div><div>+</div><div>T</div><div>E</div><div>M</div><div>L</div><div>+</div></div>				
Damage	STR	Other damage		W Spec
<div><div>+</div><div>B</div><div>P</div><div>S</div><div>+</div></div>				
Traits				
Critical				
Notes				

Inventory

Worn items	Invested	Bulk	Value
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Supplies	Bulk	Value
----------	------	-------

Chalk		Rations		days
Rope	ft	Torches		
Water	days			

Ranged Strikes



Weapon name	Attack	DEX	Proficiency	Item
<div><div></div><div>=</div><div>+</div><div>T</div><div>E</div><div>M</div><div>L</div><div>+</div></div>				
Damage	Special	Other damage		W Spec
<div><div>+</div><div>B</div><div>P</div><div>S</div><div>+</div></div>				
Traits				
Critical				
Notes				



Weapon name	Attack	DEX	Proficiency	Item
<div><div></div><div>=</div><div>+</div><div>T</div><div>E</div><div>M</div><div>L</div><div>+</div></div>				
Damage	Special	Other damage		W Spec
<div><div>+</div><div>B</div><div>P</div><div>S</div><div>+</div></div>				
Traits				
Critical				
Notes				



Weapon name	Attack	DEX	Proficiency	Item
<div><div></div><div>=</div><div>+</div><div>T</div><div>E</div><div>M</div><div>L</div><div>+</div></div>				
Damage	Special	Other damage		W Spec
<div><div>+</div><div>B</div><div>P</div><div>S</div><div>+</div></div>				
Traits				
Critical				
Notes				

Readied items	Bulk	Value
---------------	------	-------

Other items	Bulk	Value
-------------	------	-------

Bulk	Encumbered	Coins
	Base = 5 + STR	PP
	Maximum = 5 + STR	GP
		SP
		CP

Actions

Name	Actions	Page
Requirements		
Traits		
Trigger		
Description		

Name	Actions	Page
Requirements		
Traits		
Trigger		
Description		

Name	Actions	Page
Requirements		
Traits		
Trigger		
Description		

Name	Actions	Page
Requirements		
Traits		
Trigger		
Description		

Name	Actions	Page
Requirements		
Traits		
Trigger		
Description		

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Traits		
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Requirements		
Traits		
Trigger		
Description		

Name	Actions	Page
Requirements		
Traits		
Trigger		
Description		

