	REN	िन	⊂lha	eracter Name =		Level —		Hero Points —		
Character Sheet				er Name	Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check.					
				ckground ——		Spend All to avoid death.				
Heritage and Traits		Size	Back	ground Notes		Class Notes				
Attributes —		ln	$\overline{}$	ا بنین ا						
Strength OPartial Boo Defenses	_	Dexterity OPartial Boost		Constitution OPartial Boost	Intelligence OPartial Boost	Wisdo OPartia Hit Points	l Boost	Charisma OPartial Boost		
Armor Class	Shield ^{g:½ v}	//s:0 5+2×lvl	Fo	rtitude Refl	ex Will	Maximum	Current H	P Temporary HP		
9	+ Armor I	Proficiencies ed Light Medium Heav		Prof Item Dex Pro			Immunities	Dying () () () () Wounded		
10 + + Base Dex* Prof Item Use armor's Dex cap if lower] HÉ			nse & Environmental Pro		Conditions	minumues			
Skills —				Languages —	Percep	tion —	– Spec	Pd		
Acrobatics (Dex Prof Item	Armor		T E E	· · /is Prof Item		feet		
Arcana (Int Prof Item	<u> </u>		Senses and		Special	Movement		
Athletics (Str Prof Item	Armor							
Computers (Int Prof Item	<u> </u>	Strikes ————————————————————————————————————						
Crafting (Int Prof Item		Weapon		<u> </u>		Damage		
Deception (+ +					Prof Item			
Diplomacy (Cha Prof Item]	Traits and Notes		<u> </u>	Tiol item			
		Cha Prof Item	- 1	Weapon				Damage		
Intimidation (Cha Prof Item	_			Str	Prof Item			
Lore(Int Prof Item		Traits and Notes						
Lore(Int Prof Item		Ranged Strikes Weapon	Range (ft.)		Mag/Exp	Damage		
Medicine (Wis Prof Item		T IN .		Dex Prof Item	/			
Nature (+ +		Traits and Notes Weapon	Range (ft.)		Mag/Exp	Damage		
Occultism (Wis Prof Item				Dex Prof Item	/			
		Int Prof Item	1	Traits and Notes						
Performance (Cha Prof Item	_	Weapon	Range (ft.)		Mag/Exp	Damage		
Piloting (Dex Prof Item		Traits and Notes		Dex Prof Item	/			
Religion (Wis Prof Item		Weapon Proficiencies Unarmed Simple M	lartial Advanced Other			Critical Specializations		
Society (Int Prof Item								
Stealth (Dex Prof Item	Armor	Class DC	Reminders —— Proficiency	Action Icons				
Survival (Wis Prof Item			Untrained +0 Trained 2 + level	❖ Single Action ❖ Two-Action A				
Thievery (Dex Prof Item	-	10 · · · Base Key Prof Item	Expert 4 + level Master 6 + level Legendary 8 + level	Three-Action Free Action Reaction	on Activity			

	estry and General Feats ——	Class Abilities —————	— Inventory –				
Level 1	Ancestry and Heritage Abilities	Class Feats and Features	Held Items	Held Items			
	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	Weapons	Mag	Bulk		
12	Skill Feat	Class Feat	vveapons	Mag	buik		
13	Ancestry Feat	Class Feature					
14	Skill Feat	Class Feat					
15	General Feat Boosts	Class Feature	Bulk Light	t Items 10 light Bulk items =	- 1 Bulk		
16	Skill Feat	Class Feat	Bulk Encu	imbered Bulk 5 + Str imum Bulk 10 + Str			
1	Ancestry Feat	Class Feature	Valuables	imum Invested 10	Bulk		
18	Skill Feat	Class Feat					
19	General Feat	Class Feature	Wealth ———	UPB (Universal Poymer	r Base)		
20	Skill Feat Boosts	Class Feat					

Character Sketch ————	 Origin and Appe 	earance ———				
	Port of Call	Homeworld	Age	Gender & Pronouns	Height	Weight
SWEET!	Appearance					
	Арреагапсе					
	Personality —					
	Attitude		Deity or	Philosophy		
して かとし	Edicts		Anathem	a		
(S/2)						
	Likes					
•	Dislikes					
	Catchphrases					
Notes Notes		Allies				
		Enemies				
		Faction				
Actions and Activities —————		Free Actions a	nd Read	tions —		
Name Actions Traits	Page #	Name	○ �	Traits		Page #
Effects		Trigger	02			
		Effects				
Name Actions Traits	Page #	Name	○ �	Traits		Page #
Effects		Trigger				
		Effects				
		Ellects				
Name Actions Traits	Page #	Name	○ �	Traits		Page #
54			03			
Effects		Trigger				
		Effects				
Name Actions Traits	Page #	Name	0�	Traits		Page #
			○ �			S
Effects		Trigger				
		Effects				

Magical Tradition ————		Spell Slots —							
Arcane Occult Orepared Ospontaneo	Caster	Spells per Day)(\bigcirc (
Spell Statistics	ido Castei	Spell Rank 1	2 3		4	5 6	7 8	9]	10
Spell Attack Spell I)r	Spells Remaining	J LLLI L	IJL				╝┖	
Spen Attack		Spells ———							
Key Prof	· · · · · · · · · · · · · · · · · · ·	Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
Cantrips —									
Cantrips per Day Cantrip R	ank								
1/2 your level round	led up								
Name A	ctions Prep								
Focus Spells ————									
Focus Points Focus Spell R	ank								
Focus Pool Equals the number of focus spells you have (ma Refocus Spend 10 minutes to regain 1 Focus Point.	ximum 3).								
Name	Actions								
Innate Spells —————									
Name Action	ons Freq								
		Diturals							
		Name		Rank	Cost	Name		Rank	Cost