	Character Name ————————————————————————————————————	Level — Hero Points —				
LE AKANDER		XP \\				
Character Sheet	Player Name	Gain 1 at the start of each session and when granted by the GM.  Spend 1 to reroll a check.				
Ancestry —————	Background ————————————————————————————————————	Spend All to avoid death.				
Heritage and Traits Size	Background Notes	Class Notes				
Attributes — — — — — — — — — — — — — — — — — — —						
Strength OPartial Boost Defenses OPartial Boost	Constitution OPartial Boost Intelligence OPartial Boost	Wisdom OPartial Boost OPartial Boost				
Armor Class Shield	Fortitude Reflex Will	Hit Points Current HP Temporary HP				
Hardness Max HP BT HP Armor Proficiencies		Dying () () () Wounded				
Unarmored Light Medium Heavy	Con Prof Item Dex Prof Item Wis Prof Item	Resistances and Immunities				
Base Dex * Prof Item 'Use armor's Dex cap if lower	Defense & Environmental Protection Notes	Conditions				
Skills	— Languages ——— Percept	rion — Speed — — —				
Acrobatics Dex Prof Item A		feet				
Arcana Int Prof Item	Senses and N	is Prof Item  Special Movement				
Athletics Str Prof Item A	irmor					
Computers Int Prof Item	Strikes —					
Crafting	Melee Strikes Weapon	Damage				
Deception Cha Prof Item						
Mi Cha Prof Item	Traits and Notes	Str Prof Item				
Diplomacy Cha Prof Item	Weapon	Damage				
Intimidation The Charles of the Prof Item		Str Prof Item				
Lore Int. Prof. Item	Traits and Notes					
Lore Link Prof Item	Ranged Strikes Weapon Range (ft.)	Mag/Exp Damage				
Int Prof Item		Dex Prof Item /				
Medicine Wis Prof Item	Traits and Notes	DEX FIUI Item				
Nature Wis Prof Item	Weapon Range (ft.)	Mag/Exp Damage				
Occultism H		Dex Prof Item /				
Performance Charles Charles Prof Item	Traits and Notes  Weapon Range (ft.)	Mag/Exp Damage				
Cha Prof Item	Weapon Range (ft.)	+ + / / Dalliage				
Piloting Dex Prof Item	Traits and Notes	Dex Prof Item				
Religion Grant Wis Prof Item	Weapon Proficiencies Unarmed Simple Martial Advanced Other	Critical Specializations				
Society The Item						
Stealth Dex Prof Item A	Class DC <del></del> Reminders <del></del>	Action Icons				
Survival Wis Prof Item	Untrained +0 Trained 2 + level	Single Action     Two-Action Activity     Two-Action Activity				
Thievery Dex Prof Item A	Expert 4 + level Master 6 + level	◆➤➤ Three-Action Activity ◆ Free Action → Reaction				

	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			
<b>♦</b>	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 A	nne <sub>2</sub>	arance ————					
		Port of Call		Homeworld	A	ge	Gender & Pronouns	Height	Weight
		Appearance					'		
		Personality -							
		Attitude			Deity	v or P	hilosophy		
		, ttittado			] Boit,	, 01 1	шозорту		
		Edicts			Anat	hema			
		Likes							
		Dislikes							
		Catchphrases							
Campaign Notes ———				AIII					
Notes				Allies					
				Enemies					
				Faction					
Actions and Activities –				Free Actions an	d Re		tions ———		
Name Actions	Traits	Pa	age #	Name	01	<b>♦</b>	Traits		Page #
Effects				Trigger					
				Effects					
Name Actions	Traits	Pa	age #	Name	00	<b>♦</b>	Traits		Page #
Effects				Trigger					
				Effects					
Name Actions	Traits	Pa	age #	Name	00	<b>♦</b>	Traits		Page #
Effects				Trigger					
				Effects					
Name Actions	Traits	Pa	age #	Name	00	<b>♦</b>	Traits		Page #
Effects				Trigger					
				Effects					

Magical Tradition ——		Spell Slots —							
Arcane Occult OPre	pared Caster ontaneous Caster	Spells per Day		$\supset$					
Spell Statistics		Spell Rank 1	2 3		4	5 6	7 8 9	) 	10
	Spell DC	Spells Remaining	$\sqcup \sqcup \sqcup \sqcup$	╝┖				╝┖	
	)T 10 + +	Spells ———							
Key Prof	10 · · · Base Key Prof	Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
1									
Cantrips Day Cal	ntrip Rank								
1/2 your	level rounded up								
Name	Actions Prep								
Focus Spells ———									
Focus Points O Focus	Spell Rank level rounded up								
Focus Pool Equals the number of focus spells you Refocus Spend 10 minutes to regain 1 Focus Point.	have (maximum 3).								
Name	Actions								
Innate Spells ————									
Name	Actions Freq								
		Rituals ———							
		Name		Rank	Cost	Name		Rank	Cost