SECOND EDITION

DATHFINDER

ADVANCED PLAMER'S GUIDE CHARACTER SHEET PACK

BASIC ACTIONS

Aid 2 DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

Crawl (move) Move 5 feet while prone.

Delay Select this when your turn begins; take your turn later. **Drop Prone** (move) Fall prone.

Escape \blacklozenge (attack) Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact (manipulate) Grab an object, open a door, draw an item, or do a similar action.

Leap (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

Ready (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

Release (manipulate) Release something you're holding without triggering reactions.

Seek (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Sense Motive (concentrate, secret) See if a creature is lying.

Stand (move) You stand up from prone.

Step \blacklozenge (move) Move 5 feet without triggering reactions.

Stride (move) Move up to your Speed.

Strike \blacklozenge (attack) Attack with a weapon or unarmed attack.

Take Cover Sain cover, or get greater cover if you have cover.

SPECIALTY BASIC ACTIONS

Arrest a Fall 2 Use Acrobatics to slow your fall while flying. Avert Gaze I Get a +2 circumstance bonus against visual abilities. **Burrow** (move) Move up to your burrow Speed.

Fly \blacklozenge (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

Grab an Edge 2 (manipulate) Try to catch something to stop a fall. Mount � (move) Get on an allied animal bigger than you to ride it. **Point Out** (auditory, manipulate, visual) Reveal unobserved creature. **Raise a Shield** > Put up a shield to get its bonus to AC.

HERO POINTS

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.

Spend all your Hero Points to avoid death. You can do this when your dving condition would increase. You lose the dving condition and stabilize with 0 Hit Points. You don't gain the wounded condition or increase your wounded value from losing the dving condition in this way. but if you already had that condition you don't lose it or decrease it.

SKILL ACTIONS

E Exploration action, **D** Downtime action ACROBATICS (Dex, Core 240) Balance �, Tumble Through � **Trained** Maneuver in Flight \clubsuit , Squeeze^E ARCANA (Int, Core 241) Recall Knowledge � (Core 238) **Trained** Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238) ATHLETICS (Str. Core 241) Climb �, Force Open �, Grapple �. High Jump ��, Long Jump ��, Shove �, Swim �, Trip � Trained Disarm 🔶 **CRAFTING** (Int, Core 243) Recall Knowledge � (Core 238), Repair^E Trained Craft^D, Earn Income^D (Core 236), Identify Alchemy^E **DECEPTION** (Cha, Core 245) Create a Diversion *****, Impersonate^E, Lie Trained Feint 🔶 **DIPLOMACY** (Cha, Core 246) Gather Information^E, Make an Impression^E, Request 🔶 NTIMIDATION (Cha, Core 247) Coerce^E, Demoralize LORE (Int, Core 247) Recall Knowledge � (Core 238) **Trained** Earn Income^D (*Core* 236) MEDICINE (Wis, Core 248) Administer First Aid I Recall Knowledge (Core 238) **Trained** Treat Disease^D, Treat Poison �, Treat Wounds^E NATURE (Wis, Core 249) Command an Animal �, Recall Knowledge � (Core 238) **Trained** Identify Magic^E (*Core* 238), Learn a Spell^E (*Core* 238) **DCCULTISM** (Int, Core 249) Recall Knowledge **(**Core 238) **Trained** Decipher Writing^E (Core 234), Identify Magic^E (Core 238). Learn a Spell^E (*Core* 238) PERFORMANCE (Cha, Core 250) Perform � **Trained** Earn Income^D (*Core* 236) **RELIGION** (Wis, Core 250) Recall Knowledge � (Core 238) **Trained** Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238) Society (Int, Core 250) Recall Knowledge 🔶 (Core 238), Subsist^D (Core 240) **Trained** Create Forgery^D, Decipher Writing^E (Core 234) STEALTH (Dex, Core 251) Conceal an Object �, Hide �, Sneak � SURVIVAL (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240) **Trained** Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object �, Steal �

Trained Disable a Device *****, Pick a Lock *****



Ancestry Feats and Abilities	CLASS FEATS AND ABILITIES				
SPECIAL 1st	FEATURE 1st				
HERITAGE 1st	FEATURE 1st				
FEAT 1st	FEAT 1st				
FEAT 5тн	FEAT 2ND				
FEAT 9TH	FEATURE 3RD				
FEAT 13тн	FEAT 4TH				
FEAT 17тн	FEATURE 5TH				
Skill Feats	FEAT 6тн				
BACKGROUND	FEATURE 7TH				
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	FEATURE 11TH				
10тн	FEAT 12тн				
12тн	FEATURE 13TH				
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18тн	FEAT 16тн				
20тн	FEATURE 17TH				
General Feats	FEAT 18тн				
3rd	FEATURE 19TH				
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SPELL ATTACK ROLL	SPELL SLOT	S PER DAY
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Spellcasting Abilities						
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				Formulas			
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CRAFT

You craft an item of your level or lower. You must have master proficiency to craft an item that's 9th level or higher or legendary proficiency to craft 16th or higher. You must have raw materials equal to 1/2 Price.

REQUIREMENTS

SUCCESS&FAILURE Critical Success Reduce materials for extra days by level +1 and rank. Success Reduce by level and rank.

Critical Failure Ruin 10% of raw materials.

		MONEY	TABLE	2	
LEVEL	FAIL	TRAINED	EXPERT	MASTER	LEGENDARY
0	1 cp	5 cp	5 ср	5 ср	5 cp
1	2 ср	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 cp	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1.5 gp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp
8	5 sp	2.5 gp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1.5 gp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2.5 gp	13 gp	25 gp	36 gp	40 gp
17	3 др	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (crit)	-	50 gp	90 gp	175 gp	300 gp

CRAFTING FEATS

ALCHEMICAL CRAFTING
 SNARE CRAFTING

SPECIALTY CRAFTING

IMPECCABLE CRAFTING

MAGICAL CRAFTING

CRAFTING ACHIEVEMENTS

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PERMANENT ITEMS CRAFTED

SPECIFIC CRAFTING NOTES

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On the Case	
Devise a Stratagem	
Methodology Strategic Strike	
	1 st
	FEAT 1st
	FEAT 2 _{ND}
Keen Recollection Recall Knowledge with untrained skills uses your level for you	ır
proficiency bonus. Skillful Lessons See Skill Feats.	3rd
	FEAT 4TH
Weapon Expertise Gain expert in simple, martial, and unarmed.	5тн
	FEAT 6TH
Vigilant Senses Gain master Perception.	
Weapon Specialization +2 damage if expert, +3 master, +4 legendary.	7тн
	FEAT 8TH
Great Fortitude Gain expert Fortitude. Investigator Expertise Gain expert class DC.	9тн
	FEAT 10TH
Deductive Improvisation Attempt any trained-only checks even if untrained, exp	ert-
only checks if trained, and master-only checks if expert. Resolve Gain master Will. Successes on Will saves are critical successes.	11тн
	FEAT 12TH
Incredible Senses Gain legendary Perception.	
Light Armor Expertise Gain expert light armor and unarmored defense. Weapon Mastery Gain master simple, martial, and unarmed.	13тн
	FEAT 14TH
Evasion Gain master Reflex. Successes on Reflex saves are critical successes. Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.	15тн
	FEAT 16TH
Greater Resolve Gain legendary Will. Critical failures on Will saves are failures. T half damage when you fail a Will save against damage.	^{Take} 17тн
	FEAT 18TH
Light Armor Mastery Gain master light armor and unarmored defense. Master Detective When you enter a location, GM informs you of new clues to yo leads. Gain master class DC.	^{ur} 19тн

FEAT 20TH

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PAGE

FEAT 17TH

Skill F	'EATS
	BACKGROUND
2nd	12тн
Skillful Lesson 3rd	_{Skillful Lesson} 13 тн
4тн	14тн
Skillful Lesson 5 TH	Skillful Lesson 15 тн
бтн	16тн
Skillful Lesson 7 TH	Skillful Lesson 17 тн
8тн	18тн
Skillful Lesson 9 TH	Skillful Lesson 19 тн
10тн	20тн
Skillful Lesson 11 TH	Skillful Lesson Must be for an Int-, Wis-, or Cha-based skill or your methodology skill.
General	FEATS
	3rd
	7тн
	11тн
	15тн
	19тн

INVESTIGATOR ACTIONS

Pursue A Lead (concentrate, exploration) **Frequency** once per 10 minutes; **Effect** You spend 1 minute examining a clue. This designates the subject related to that clue as the target of your active investigation. Gain a +1 circumstance bonus on checks to investigate the subject. You can maintain two active investigations at a time.

Clue In \checkmark (concentrate) **Frequency** once per 10 minutes; **Trigger** Another creature attempts a check to investigate a lead you're pursuing; **Effect** The creature gains a circumstance bonus to the check equal to your bonus from Pursue a Lead.

Devise a Stratagem (concentrate, fortune) **Frequency** once per round; **Effect** Choose a creature and roll a d20. If you Strike the creature this round, use this result for your attack roll. Add Int to the roll instead of Str or Dex if you Strike with an agile or finesse melee weapon or unarmed attack, a ranged weapon, or a sap. If the creature is the subject of a lead you're pursuing, you can use this ability as a free action.

METHODOLOGY

CLASS FEATS AND ABILITIES



	CLASS FEATS AND ABILITIES
5 cantrips, 2 1st	Divine Spellcasting Cast divine spells spontaneously from the selections in your repertoire. Spell Repertoire You know two 1st-level divine spells and five divine cantrips, plus one cantrip from your mystery. When you gain a new spell slot, choose a new spell to add to your repertoire of the same level. Mystery (see oracle spell sheet for oracular curse) Revelation Spells Learn the revelation spell from your mystery and gain 2 Focus Points. Casting revelation spells increases the severity of your curse.
+1 1st	FEAT 2ND
2 2nd	Signature Spells Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.
+1 2nd	FEAT 4th
2 3rd	5тн
+1 3rd	FEAT 6тн
2 4th	Expert Spellcaster Gain expert divine spell attack rolls and spell DC. Resolve Gain master Will. Successes on Will saves are critical successes. 7 TH
+1 4th	FEAT 8тн
2 5th	Magical Fortitude Gain expert Fortitude. 9TH
+1 5th	FEAT 10th
2 6th	Alertness Gain expert Perception. Weapon Expertise Gain expert simple and unarmed.
+1 6th	FEAT 12тн
2 7th	Light Armor Expertise Gain expert light armor and unarmored defense. Lightning Reflexes Gain expert Reflex. Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary. 13TH
+1 7th	FEAT 14тн
2 8th	Master Spellcaster Gain master divine spell attack rolls and spell DC. 15TH
+1 8th	FEAT 16th
2 9th	Greater Resolve Gain legendary Will. Critical failures on Will saves are failures. Take half damage when you fail a Will save against damage.
+1 9th	FEAT 18th
1 10th	Legendary Spellcaster Gain legendary divine spell attack rolls and spell DC. 19TH Oracular Clarity Gain a 10th-level spell slot.
	FEAT 20th

ANCESTRI FEATS AND ADILITIES
SPECIAL 1st
HERITAGE 1st
FEAT 1st
FEAT 5TH
FEAT 9TH
FEAT 13TH

FEAT 17TH

SKILL FEATS
BACKGROUND
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GENERAL FEATS		
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	15тн	
	19 тн	

ACTION	IS AN	D ACTIVITIES
	ACTIONS	TRAITS

DESCRIPTION

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PAGE		MYSTERY	Related Domains
		MYSTERY BEN	EFIT

	FREE ACT	IONS	AND REACTION	IS	
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SPELL ATTACK ROLL	SPELL SLOT	'S PER DAY
CHA PROF I E M L	CANTRIP	
SPELL DC	LEVEL 1 2 3 4 5	6 7 8 9 10
■ 10 ■ ■ ■ ■	SPONTANEOUS SPELI	.SLOTS REMAINING
ORACLE SPELLS	CANTRIPS	SPELLS
	LVL PREP	LVL PREP
	ACTIONS	HEIGHTEN
SPONTANEOUS SPELLCASTER		ACTIONS
	LVL PREP	
PREPARED SPONTANEOUS	ACTIONS	LVL PREP
INNATE SPELLS		HEIGHTEN
TRADITION	LVL PREP	ACTIONS
	ACTIONS	
FREQUENCY		
ACTIONS		HEIGHTEN
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FREQUENCY	LVL PREP	LVL PREP HEIGHTEN
ACTIONS	ACTIONS	ACTIONS
REVELATION SPELLS	LVL PREP	
CURRENT MAXIMUM	ACTIONS	HEIGHTEN
FOCUS POINTS		ACTIONS
TRADITION Divine PAGE 229–234		
ACTIONS	LVL PREP ACTIONS	LVL PREP
		HEIGHTEN
		ACTIONS
ACTIONS		
	ACTIONS	LVL PREP
ACTIONS		HEIGHTEN
		ACTIONS
ACTIONS	ACTIONS	
ACTIONS		LVL PREP
	LVL PREP	HEIGHTEN
ACTIONS	ACTIONS	ACTIONS

ORACULAR CURSE				
CURRENT STAGE	STAGES			
	Minor Curse			
	Moderate Curse			
	Major Curse 🗆 11th			
	Extreme Curse 🗆 17th When you cast a revelation while under major curse, become doomed 2. Once every 10 minutes, when you fail an attack, skill, Perception, or save roll, you can reroll it and use the second result. If you cast a revelation spell while under the effects of your extreme curse, you're overwhelmed.			
	Overwhelmed Can't cast or Sustain revelation spells.			

Spells				
LVL PREP	LVL PREP	LVL PREP		
HEIGHTEN	HEIGHTEN	HEIGHTEN		
ACTIONS	ACTIONS	ACTIONS		
LVL PREP	LVL PREP	LVL PREP		
HEIGHTEN	HEIGHTEN	HEIGHTEN		
ACTIONS	ACTIONS	ACTIONS		
LVL PREP	LVL PREP	LVL PREP		
HEIGHTEN	HEIGHTEN	HEIGHTEN		
ACTIONS	ACTIONS	ACTIONS		
LVL PREP	LVL PREP	LVL PREP		
HEIGHTEN	HEIGHTEN	HEIGHTEN		
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LVL PREP	LVL PREP	LVL PREP		
HEIGHTEN	HEIGHTEN	HEIGHTEN		
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LVL PREP	LVL PREP	LVL PREP		
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HEIGHTEN	HEIGHTEN	HEIGHTEN		
ACTIONS	ACTIONS	ACTIONS		
LVL PREP		LVL PREP		
HEIGHTEN	HEIGHTEN	HEIGHTEN		
ACTIONS	ACTIONS	ACTIONS		



ANCESTRY FEATS AND ABILITIES

SPECIAL 1st
HERITAGE 1st
FEAT 1st
FEAT 5TH
FEAT 9TH
FEAT 13 тн
FEAT 17 тн

SKILL FEATS		
	BACKGROUND	
2nd	12тн	
Stylish Trick 3rd	14тн	
4тн	Stylish Trick 15тн	
бтн	16тн	
Stylish Trick 7тн	18тн	
8тн	20тн	
10тн	Stylish Trick Must be for Acrobatics or your swashbuckler's style skill.	

GENERAL FEATS

3rd
7тн
11тн
15тн
19тн

PANACHE ABILITIES

Panache You gain panache by succeeding at Tumble Through and an action designated by your style. The GM can grant it for other daring actions, usually at the very hard DC for your level. With panache, gain a +5-foot status bonus to Speeds and a +1 circumstance bonus to Tumble Through and your style's panache actions.

Swashbuckler's Style
Battledancer Performance vs Will DC.
Braggart Demoralize. □ Fencer Feint or Create a Diversion. □ Gymnast Grapple, Shove, or Trip. □ Wit Bon Mot.

Precise Strike When you have panache and Strike with an agile or finesse weapon or unarmed attack, deal 2 extra damage, or 2d6 extra damage on a finisher. 🗆 5th 3 or 3d6 finisher, 🗆 9th 4 or 4d6 finisher, 🗆 13th 5 or 5d6 finisher, 🗆 17th 6 or 6d6 finisher

Confident Finisher 🔶 (finisher) Strike with a weapon or unarmed attack that would apply precise strike damage. On a failure, you deal half your precise strike damage to the target.

Finisher Trait You can use a finisher only if you have panache, and you lose panache immediately after. After a finisher, you can't attack for the rest of your turn. Some finishers grant an effect on a failure (this doesn't apply on a critical failure).

FREE ACTIONS AND REACTIONS

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

CLASS FEATS AND ABILITIES

Panache Swashbuckler's Style	
Precise Strike	
Confident Finisher	

FEAT 1st

1st

			F	EAT 2 _{ND}
Great Fortitude Gain expert Fortii Opportune Riposte Trigger A You attempt to Strike or Disarm t Stylish Trick See Skill Feats. Vivacious Speed +10-foot status I	foe in your r he foe.	-	-	ect
without panache.		u while you hav	ve panache, or han	3rd
			F	EAT 4TH
Weapon Expertise Gain expert in	simple, mart	al, and unarmed	d.	5тн
			F	EAT 6TH
Evasion Gain master Reflex. Succ	esses on Refl	ex saves are crit	tical successes.	
Vivacious Speed +15 feet. Weapon Specialization +2 damag	ge if expert, +	3 master, +4 leg	endary.	7тн
			F	EAT 8TH
Exemplary Finisher If you hit wit	h a finisher's	Strike, gain this	benefit	
Swashbuckler Expertise Gain exp	pert class DC.			9тн
			FI	EAT 10TH
Continuous Flair When you succe bonus to further checks that wou				ance
Vigilant Senses Gain master Perc Vivacious Speed +20 feet.				11тн
			FI	EAT 12тн
Improved Evasion Gain legendary Take half damage when you fail a Light Armor Expertise Gain exper	Reflex save t light armor	against damage. and unarmored		
Weapon Mastery Gain master sin	nple, martial,	and unarmed.		13тн
			F	EAT 14TH
Greater Weapon Specialization +4 Keen Flair When you Strike with a critically succeed on a natural 19. Vivacious Speed +25 feet.				, 15тн
			CI	-
				EAT 16TH
Resolve Gain master Will. Success	ses on Will sa	es are critical s		17 тн
			F	EAT 18TH
Eternal Confidence Master swashl Opportune Riposte, you can give t Light Armor Mastery Gain master Vivacious Speed +30 feet.	he Strike the	failure effect of	Confident Finisher.	19тн
			FE	AT 20тн
	Bonus	FEATS	S	
ACTION			IVITIES	
NAME	ACTIONS	TRAITS		PAGE

		ļ	
DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE
		<u> </u>	
DESCRIPTION			



and the second second		and the second
C	CLASS FEATS AND ABILITIES	
5 cantrips, 2 1st	Patron Theme Tradition Familiar Your familiar has one extra familiar ability and knows 10 ca your patron theme's granted spell, and your choice of five 1st-level sp of your tradition. When you level up, it learns 2 spells of any level yo can cast. Witch Spellcasting Hexes Learn the phase familiar hex spell and gain 1 Focus Point. Lear hex cantrip from your patron theme. You can cast only one hex per the	pells ou rn the
+1 1st	F	EAT 2ND
2 2nd		3rd
+1 2nd	I	FEAT 4th
2 3rd	Magical Fortitude Gain expert Fortitude.	5тн
+1 3rd	Familiar Ability	EAT 6th
2 4th	Expert Spellcaster Gain expert spell attack rolls and spell DC.	7тн
+1 4th		FEAT 8th
2 5th	Lightning Reflexes Gain expert Reflex.	9тн
+1 5th	F	EAT 10th
2 6th	Alertness Gain expert Perception. Weapon Expertise Gain expert simple and unarmed.	11тн
+1 6th	Familiar Ability F	EAT 12TH
2 7th	Defensive Robes Gain expert unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legen	dary. 13th
+1 7th	F	EAT 14th
+1 7th 2 8th	FI Master Spellcaster Gain master spell attack rolls and spell DC.	EAT 14тн 15тн
	Master Spellcaster Gain master spell attack rolls and spell DC.	
2 8th	Master Spellcaster Gain master spell attack rolls and spell DC.	15тн EAT 16тн
2 8th +1 8th	Master Spellcaster Gain master spell attack rolls and spell DC. Fl Resolve Gain master Will. Successes on Will saves are critical succes	15тн EAT 16тн
2 8th +1 8th 2 9th	Master Spellcaster Gain master spell attack rolls and spell DC. Fl Resolve Gain master Will. Successes on Will saves are critical succes	15тн EAT 16тн sses. 17тн EAT 18тн
2 8th +1 8th 2 9th +1 9th	Master Spellcaster Gain master spell attack rolls and spell DC. F Resolve Gain master Will. Successes on Will saves are critical succes Familiar Ability F Legendary Spellcaster Gain legendary spell attack rolls and spell Patron's Gift Gain a 10th-level spell slot.	15тн ЕАТ 16тн sses. 17тн ЕАТ 18тн
2 8th +1 8th 2 9th +1 9th 1 10th -	Master Spellcaster Gain master spell attack rolls and spell DC. F Resolve Gain master Will. Successes on Will saves are critical succes Familiar Ability F Legendary Spellcaster Gain legendary spell attack rolls and spell Patron's Gift Gain a 10th-level spell slot.	15тн EAT 16тн sses. 17тн EAT 18тн ^{DC.} 19тн
2 8th +1 8th 2 9th +1 9th 1 10th -	Master Spellcaster Gain master spell attack rolls and spell DC. F Resolve Gain master Will. Successes on Will saves are critical success Familiar Ability Familiar Ability Flatter Gain legendary spell attack rolls and spell Patron's Gift Gain a 10th-level spell slot. Flatter Flatter Gain Legendary Spell slot.	15тн EAT 16тн sses. 17тн EAT 18тн ^{DC.} 19тн
2 8th +1 8th 2 9th +1 9th 1 10th -	Master Spellcaster Gain master spell attack rolls and spell DC. F Resolve Gain master Will. Successes on Will saves are critical succes Familiar Ability F Legendary Spellcaster Gain legendary spell attack rolls and spell Patron's Gift Gain a 10th-level spell slot. FE ACTIONS AND ACTIVITIES	15тн EAT 16тн sses. 17тн EAT 18тн ^{DC.} 19тн EAT 20тн
2 8th +1 8th 2 9th +1 9th 1 10th 	Master Spellcaster Gain master spell attack rolls and spell DC. F Resolve Gain master Will. Successes on Will saves are critical succes Familiar Ability F Legendary Spellcaster Gain legendary spell attack rolls and spell Patron's Gift Gain a 10th-level spell slot. FE ACTIONS AND ACTIVITIES	15тн EAT 16тн sses. 17тн EAT 18тн D ^{C.} 19тн EAT 20тн PAGE

TRIGGER DESCRIPTION

IAME	FREE ACTION REACTION	TRAITS	PAGE
RIGGER			
FOODIDTION			

DESCRIPTION

Ancestry Feats and Abilities SPECIAL 1st HERITAGE 1st FEAT 1st FEAT 5th FEAT 9th FEAT 13th FEAT 13th FEAT 17th

SKILL FEATS		
	BACKGROUND	
	2 мd	
	4тн	
	бтн	
	8тн	
	10тн	
	12тн	
	14тн	
	16тн	
	18тн	
	20тн	

GENERAL FEATS	
	3rd
	7тн
	11тн
	15тн
	19тн

FAMILIAR

YOUR LEVEL

Perception, Acrobatics and Stealth your level + your Int

AC and Saving Throws same as yours Speed
Stride 25 feet
Swim 25 feet, Other Speeds _

FAMILIAR

TINY MINION Low-light Vision

	HIT POINTS
CURRENT	FAMILIAR AND MASTER ABILITIES
MAX 5 × YOUR LEVEL	
	EXTRA FAMILIAR ABILITIES
1st	
6th	
12th	
18th	
Enhanced Familiar feat	



ANCESTRY FEATS AND ABILITIES	CLASS FEATS AND ABILITIES
SPECIAL 1st	
HERITAGE 1st	Champion's Code Deity and Cause Deific Weapon Gain access to deity's favored weapon if it's uncommon. If it's simple, increase
FEAT 1st	damage die by one step. Champion's Reaction Devotion Spells Gain a devotion spell from your cause (with 1 Focus Point)
FEAT 5TH	Shield Block 1st
FEAT 9TH	FEAT 1st
FEAT 13™	FEAT 2ND
FEAT 17™	Divine Ally \square Blade Ally Choose a weapon when you prepare to gain <i>fearsome</i> , <i>returning</i> , or <i>shifting</i> . Gain the weapon's critical specialization. \square Shield Ally Increase your shield's Hardness by 2 and its HP and BT increase by half. \square Steed Ally Gain a young animal companion mount.
SKILL FEATS	FEAT 4TH
BACKGROUND	
2nd	
4тн	FEAT 6τΗ
бтн	Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7 TH
8тн	FEAT 8TH
10тн	Champion Expertise Gain expert class DC, spell attacks, and spell DCs.
12тн	Divine Smite Champion's reaction improves. Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.
14тн	
16тн	FEAT 10TH
18тн	Alertness Gain expert Perception. Divine Will Gain master Will. Successes on Will saves are critical successes. Exalt Champion's reaction further harms enemies.
20тн	FEAT 12тн
GENERAL FEATS	Armor Mastery Gain master armor and unarmored defense. Weapon Mastery Gain master simple, martial, and unarmed.
3rd	FEAT 14TH
7тн	
11тн	Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.
15тн	FEAT 16τΗ
19тн	Champion Mastery Gain master class DC, spell attacks, and spell DCs. 17тн Legendary Armor Gain legendary armor and unarmored defense. 17тн
	FEAT 18тн
	Hero's Defiance Gain hero's defiance devotion spell. 19TH
	FEAT 20TH
TENETS OF EVIL 1. Never perform acts anathema to your deity or willingly commit a purely good act. 2. Never put	ACTIONS AND ACTIVITIES
another person's needs before your own, and never put your own needs before those of your deity.	NAME ACTIONS TRAITS PAGE
ENETS OF CAUSE	DESCRIPTION
FREE ACTIONS	AND REACTIONS
CHAMPION'S REACTION	NAME FREE ACTION TRAITS PAGE REACTION
DESCRIPTION	TRICCER

TRIGGER

DESCRIPTION

Shield Block Trigger While you have your shield raised, you would take damage from a physical attack; Effect Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage.



-			Pronouns	Alignment	
Character Name	e		Player Name		
	Ancestry and Heritage		Current HP		
LEVEL	Background		Notes and Condi	tions	
ХР	Class		MAX HP		
STR	STRENGTH SCORE	SPEED	PROF Senses and Note	SERCEPTION (WIS))
DEX	DEXTERITY	Feet Notes	FORTITUDE (CON)	REFLEX (DEX)	WILL (WIS)
CON C MODIFIER]		PROF	
]	Notes		
WIS	WISDOM SCORE	CLASS DC	AC ARMOR BONUS	Shield HP	ARMOR PROFICIENCIES
CHA	CHARISMA	PROF	+		UNARMORED MEDIUM LIGHT HEAVY
	SKILLS	Aunty		ATTACKS	
ACROBATICS (DEX)	PROF Notes			\sim	
ARCANA (INT)	PROF		Melee	Attack Damage	
ATHLETICS (STR)			Notes		
CRAFTING (INT)	PROF				
DECEPTION (CHA)			Melee	Damage	
DIPLOMACY (CHA)	PROF			Attack	
	PROF		Notes		
LORE (INT)				\sim	
LORE (INT)			Melee	Attack Damage	
MEDICINE (wis)			Notes		
				\frown	
OCCULTISM (INT)			Ranged	Damage	
PERFORMANCE (CHA)			Notes	Attack	
RELIGION (wis)					
SOCIETY (INT)			Ranged	Damage	
STEALTH (DEX)			Notes	Attack	
THIEVERY (DEX)	PROF		_ WEAPON	OTHER WEAPONS	PROF
	LANGUAGI	ES	PROFICIENCIES UNARMED MARTIAL SIMPLE AdVANCED		

ANCESTRY FEATS AND ABILITIES	SPELL ATTACK ROLL SPELL DC
	Ability PROF Ability
	TRADITIONS
	PRIMAL DIVINE
CLASS FEATS AND FEATURES	SPELL SLOTS
	LEVEL 1 2 3 4 5 6 7 8 9 Remaining
SKILL FEATS AND GENERAL FEATS	
	SPELLS
EQUIPMENT	
COINS BULK	FOCUS SPELLS
	FOCUS POINTS Current Maximum

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GAME DESIGNER

Logan Bonner COVER ARTIST Denis Zhbankov ART DIRECTION Sarah E. Robinson

GRAPHIC DESIGN Emily Crowell



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