CHARACTER NAME

ANCESTRY   SIZE   BACKGROUND

LEVEL   EXPERIENCE POINTS (XP)

CLASS

ALIGNMENT   DEITY   AGE   GENDER

LANGUAGES

ABILITY SCORES

STRENGTH
MODIFIER   SCORE
STR

INTELLIGENCE
MODIFIER   SCORE
INT

DEXTERITY
MODIFIER   SCORE
DEX

WISDOM
MODIFIER   SCORE
WIS

CONSTITUTION
MODIFIER   SCORE
CON

CHARISMA
MODIFIER   SCORE
CHA

SPEED (FEET)

CLASS DC
LEVEL   KEY
DC 10+   +

HERO POINTS

HIT POINTS
MAX
CURRENT   TEMPORARY

SENSES
WIS   PROF   ITEM   T E M L
PERCEPTION
Special Senses

SAVING THROWS
CON   PROF   ITEM   T E M L
FORTITUDE

DEX   PROF   ITEM   T E M L
REFLEX

WIS   PROF   ITEM   T E M L
WILL

ARMOR CLASS
DEX   PROF   ITEM   T E M L
AC   DC 10+

DEX   PROF   ITEM   T E M L
TAC   DC 10+

UNTRAINED = LEVEL -4   TRAINED = LEVEL   EXPERT = LEVEL +1
MASTER = LEVEL +2   LEGENDARY = LEVEL +3

WEAPON PROFICIENCIES
SIMPLE   MARTIAL
T E M L   T E M L   T E M L

ARMOR PROFICIENCIES
LIGHT   MEDIUM   HEAVY   SHIELDS
T E M L   T E M L   T E M L   T E M L

MELEE STRIKES

	ABILITY	PROF	ITEM		DAMAGE	BONUS		TRAITS
=				T E M L ▸		+	B P S	
=				T E M L ▸		+	B P S	
=				T E M L ▸		+	B P S	

RANGED STRIKES

	ABILITY	PROF	ITEM		DAMAGE	BONUS		RANGE	TRAITS
=				T E M L ▸		+	B P S		
=				T E M L ▸		+	B P S		

SKILLS

		DEX	PROF	ITEM	ARMOR	T E M L
ACROBATICS	=					

		INT	PROF	ITEM	T E M L
ARCANA	=				

		STR	PROF	ITEM	ARMOR	T E M L
ATHLETICS	=					

		INT	PROF	ITEM	T E M L
CRAFTING	=				

		CHA	PROF	ITEM	T E M L
DECEPTION	=				

		CHA	PROF	ITEM	T E M L
DIPLOMACY	=				

		CHA	PROF	ITEM	T E M L
INTIMIDATION	=				

		INT	PROF	ITEM	T E M L
LORE	=				

		INT	PROF	ITEM	T E M L
LORE	=				

		WIS	PROF	ITEM	T E M L
MEDICINE	=				

		WIS	PROF	ITEM	T E M L
NATURE	=				

		INT	PROF	ITEM	T E M L
OCCULTISM	=				

		CHA	PROF	ITEM	T E M L
PERFORMANCE	=				

		WIS	PROF	ITEM	T E M L
RELIGION	=				

		INT	PROF	ITEM	T E M L
SOCIETY	=				

		DEX	PROF	ITEM	ARMOR	T E M L
STEALTH	=					

		WIS	PROF	ITEM	T E M L
SURVIVAL	=				

		DEX	PROF	ITEM	ARMOR	T E M L
THIEVERY	=					

ACTIONS AND ACTIVITIES
TRAITS

TRAITS

TRAITS

REACTIONS AND FREE ACTIONS
TRAITS

TRIGGER

TRAITS

TRIGGER

ANCESTRY FEATS AND ABILITIES

_____ 1st
_____ 1st
_____ 5th
_____ 9th
_____ 13th
_____ 17th

CLASS FEATS AND FEATURES

_____ 1st
_____ 1st
_____ 1st
_____ 2nd
_____ 3rd
_____ 4th
_____ 5th
_____ 6th
_____ 7th
_____ 8th
_____ 9th
_____ 10th
_____ 11th
_____ 12th
_____ 13th
_____ 14th
_____ 15th
_____ 16th
_____ 17th
_____ 18th
_____ 19th
_____ 20th

SKILL FEATS

_____ Background
_____ 2nd
_____ 4th
_____ 6th
_____ 8th
_____ 10th
_____ 12th
_____ 14th
_____ 16th
_____ 18th
_____ 20th

GENERAL FEATS

_____ 3rd
_____ 7th
_____ 11th
_____ 15th
_____ 19th

BONUS FEATS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

COINS

PP	GP	SP	CP

EQUIPMENT

_____ BULK
_____ BULK
_____ BULK
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BULK ENC ( ) = STR [ ] +5   MAX ( ) = STR [ ] +10   TOTAL [ ]

RESONANCE MAX ( ) = CHA [ ] + LEVEL ( )   INV [ ] SPENT [ ]

SPELLS

CASTER TYPE

PREPARED ○ | ARCANE ○ | OCCULT ○

SPONTANEOUS ○ | DIVINE ○ | PRIMAL ○

SPELL ROLL AND DC

SPELL ROLL ⊚ _____

DC ☐ 10+ | ABILITY ☐ | PROF ☐ | ITEM ☐ | T E M L ○○○○

SPELL SLOTS

CANTRIPS ☐

1ST ☐ | 2ND ☐ | 3RD ☐ | 4TH ☐ | 5TH ☐

6TH ☐ | 7TH ☐ | 8TH ☐ | 9TH ☐ | 10TH ☐

SPONTANEOUS SPELLS REMAINING

1ST ☐ | 2ND ☐ | 3RD ☐ | 4TH ☐ | 5TH ☐

6TH ☐ | 7TH ☐ | 8TH ☐ | 9TH ☐ | 10TH ☐

SPONTANEOUS HEIGHTENING

CANTRIPS

PREP		HEIGHTENED	ACTIONS
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		

SPELLS

PREP		HEIGHTENED	ACTIONS
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		
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○	_____		
○	_____		
○	_____		

SPELLS

PREP		HEIGHTENED	ACTIONS
○	_____		
○	_____		
○	_____		
○	_____		
○	_____		

SPELL POINTS

CURRENT	MAXIMUM	ABILITY	FEATS
☐	☐	☐	☐

POWERS

COST		HEIGHTENED	ACTIONS
☐	_____		
☐	_____		
☐	_____		
☐	_____		
☐	_____		

NOTES

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