	- Creation	CHARACTER NAME	3	LEVEL	HERO POINTS —			
6 0	FINDER			XP	Gain 1 at the start of each session			
CHARAC	TER SHEET	Player Name		and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.				
ANCESTRY —		BACKGROUND —		CLASS —				
Heritage and Traits	Size	Background Notes		Class Notes				
ATTRIBUTES -								
Strength OPartial Boost	Dexterity OPartial Boost	Constitution OPartial Boost	Intelligence OPartial Boost	Wisdom OPartial Boost	Charisma OPartial Boost			
Armor Class Shi	eld	Fortitude Ref	flex Will	Maximum Current	HP Temporary HP			
4 2	Hardness Max HP BT HP Armor Proficiencies				Dying () () () () Wounded			
10 · · ·	Unarmored Light Medium Heavy		of Item Wis Prof Item	Resistances and Immunities	S			
Base Dex* Prof Item * Use armor's Dex cap if lower		Defenses Notes		Conditions				
SKILLS		Skill Notes	Languages ——	PERCEPTION —	SPEED			
Acrobatics L	Dex Prof Item A			, , , , , , , , , , , , , , , , , , ,	feet			
Arcana	Int Prof Item			Senses and Notes	Special Movement			
Athletics	Str Prof Item A	Armor						
Crafting 	Int Prof Item		Melee Strikes					
Deception	Cha Prof Item		Weapon		Damage OP OS			
Diplomacy	Cha Prof Item		Traits and Notes	Str Prof Item	_			
Intimidation	Cha Prof Item		Weapon	Str Prof Item	Damage			
Lore	Int Prof Item		Traits and Notes					
Lore	Lint Prof Item		Weapon		Damage OB OP OS			
Medicine [Traits and Notes	Str Prof Item				
Nature [Wis Prof Item		Ranged Strikes Weapon	. ^	Damage			
Occultism	L' Wis Prof Item		T. in INI.	Dex Prof Item	OB OP OS			
) =			Traits and Notes Weapon		Damage			
Performance	Cha Prof Item		Учеароп	Dex Prof Item				
Religion	Wis Prof Item		Traits and Notes Weapon Proficiencies	Dex Proi iteili	Critical Specializations			
Society	Int Prof Item		Unarmed Simple Martial Advance	Пт∣	Critical opositing actions			
Stealth [Dex Prof Item A	Armor	CLASS DC	REMINDERS				
Survival	Wis Prof Item			Proficiency Untrained +0 Trained 2 + level	Action Icons ◆ Single Action ★ Two-Action Activity			
Thievery	Dex Prof Item A	Armor	10 · · · Base Key Prof Item	Expert 4 + level Master 6 + level Legendary 8 + level	Three-Action Activity Free Action Reaction			

Gems and Artwork

Price

Bulk

CHARACTER S	КЕТСН ——		- ORIGIN AN	D APPE	ARANCE					
			Ethnicity	Nation	ality	Birthplace	Age	Gender & Pronouns	Height	Weight
			Appearance							
			PERSONAL	лтү —						
			Attitude				Deity or P	Philosophy		
			Edicts				Anathema	1		
			Likes							
			Dislikes							
			Catchphrases							
CAMPAIGN NO	TES —									
Notes					Allies					
					Enemies					
					Organizat	ions				
ACTIONS AND	ACTIVITIES				FREE A	ACTIONS ANI	D REAC	TIONS —		
Name	Actions	Traits		Page #	Name		○ �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		○� ○ ⊋	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		○ �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		○ �	Traits		Page #
Effects					Trigger					
					Effects					

MAGICAL TRADITION —			SPELL SLOTS —						
Arcane Occult OPre	oared Caste	er	Spells per Day	mm	$\overline{}$	mmm		$\neg r$	~~
Primal Divine OSpo	ntaneous C	Caster	Spell Rank 1	2 3	4	5 6 7	8 9	~	10
SPELL STATISTICS —			Spells Remaining		Ė	ĎĎĆ	٦٣٦		
	pell DC		SPELLS —						
	10 · Base Ke	+	Name	Actions Rank	Prep	Name	Actions	Rank	Prep
Key Prof	L Base Ke	ey Prof	, tame	, tetterie Traini		, rame	7 10010110		
CANTRIPS —		_							
Cantrips per Day Cai	ntrip Rank evel rounded up								
Name		ns Prep							
Focus Spells									
Focus Points O Focus 1/2 your l	evel rounded up								
Focus Pool Equals the number of focus spells you Refocus Spend 10 minutes to regain 1 Focus Point.									
Name	4	Actions							
INNATE SPELLS									
Name	Actions	Freq							
			RITUALS —						
			Name	Rank	Cost	Name		Rank	Cost