~ ~	CHARACTER NAM	э	Level ———	HERO POINTS
DATHFINDE			<u>ХР</u>	$\langle \rangle \langle \rangle \langle \rangle$
			$\langle \rangle$	Gain 1 at the start of each session
CHARACTER SHEE	Player Name			and when granted by the GM. Spend 1 to reroll a check.
Ancestry	BACKGROUND —		CLASS —	Spend All to avoid death.
Heritage and Traits	Size Background Notes		Class Notes	
ATTRIBUTES				
Strength Dexte	erity Constitution	Intelligence	Wisdom	Charisma
OPartial Boost	al Boost	OPartial Boost	OPartial Boost	OPartial Boost
Defenses —	<u> </u>		HIT POINTS	
Armor Class Shield	Fortitude Re	flex Will	Maximum Current	HP Temporary HP
Hardness Max HP			\sim	
Armor Proficienci	cies			Wounded
	edium Heavy Con Prof Item Dex P	Prof Item Wis Prof Item	Resistances and Immunities	
	JE Defenses Notes			
Base Dex* Prof Item			Conditions	
* Use armor's Dex cap if lower				
		LANGUAGES	PERCEPTION	SPEED
Acrobatics	+ - Skill Notes			
	rof Item Armor		Wis Prof Item	feet
Arcana []	+		Senses and Notes	Special Movement
	rof Item		Senses and notes	Special Movement
	+ -			
	rof Item Armor			
		STRIKES		
	rof Item	Melee Strikes		
		Weapon		Damage
Deception Deception	+			
	rof Item		Str Prof Item	
Diplomacy	+	Traits and Notes		
	rof Item			Damaga
	+	Weapon		
	rof Item		Str Prof Item	
	+	Traits and Notes	· — · Su Flor Item	
	rof Item			
		Weapon		
	rof Item			
		Traits and Notes	Str Prof Item	
Medicine []	+			
	rof Item	Ranged Strikes		
	+	Weapon		Damage
	rof Item			
Occultism	+		Dex Prof Item	
	rof Item	Traits and Notes		
	+	Weapon	^	Damage
	rof Item			
			Dex Prof Item	
Religion [rof Item	Traits and Notes		
		Weapon Proficiencies Unarmed Simple Martial Advanced	1 Other	Critical Specializations
Society []	*			
	rof Item	Me Me Me Me		
Stealth C	• • <u> </u>			
	rof Item Armor	CLASS DC	REMINDERS Proficiency	Action Icons
Survival Survival	+		Untrained +0	Single Action
	rof Item		Trained 2 + level	Two-Action Activity
	• • •	10 · · ·	Expert 4 + level	Three-Action Activity
	rof Item Armor	Base Key Prof Item	Master 6 + level Legendary 8 + level	 Free Action Reaction
		,,	· · · · · · · · · · · · · · · · · · ·	

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- CLASS ABILITIES

INVENTORY	
Held Items	Bulk
	1
Others Items	
BULK	
Bulk Light Items 10 light Bulk items =	1 Bulk
Encumbered Bulk 5 + Str	
Maximum Bulk 10 + Str	
Maximum Invested 10	
WEALTH	
CP SP GP PP	
Gems and Artwork Price	Bulk
Price Price	DUIK

CHARACTER SKET	сн ——		ORIGIN AN	D APPE	ARANCE							
			Ethnicity	Nation	ality	Birthplace	Age	Gender & Pronouns	Height	Weight		
			Appearance									
			Personal	іту —								
			Attitude					Deity or Philosophy				
			Edicts				Anathema					
			Likes									
			Dislikes									
			Catchphrases									
CAMPAIGN NOTES			┛└									
Notes					Allies							
					Enemies							
					Organizat	ions						
Actions and Act	IVITIES				FREE A	CTIONS ANI	D REAC					
Name	Actions	Traits		Page #	Name		0 \$ 0 7	Traits		Page #		
Effects					Trigger							
					Effects							
Name	Actions	Traits		Page #	Name		⊘ ⊘	Traits		Page #		
Effects					Trigger							
					Effects							
Name	Actions	Traits		Page #	Name		0� ○⊋	Traits		Page #		
Effects					Trigger							
					Effects							
Name	Actions	Traits		Page #	Name		⊘ ⊘	Traits		Page #		
Effects					Trigger							
					Effects							

MAGICAL TRADITIO	N	SPELL SLOTS —					
Arcane 🖳 Occult	OPrepared Caster	Spells per Day	mmr	ורי		$\neg \neg \neg$	\square
Primal 🗍 Divine	OSpontaneous Caster			~ I ^	5 6 7		
SPELL STATISTICS -		Spell Rank 1		4	5 6 7	8 9	10
Spell Attack	Spell DC	Spells Remaining					
		SPELLS					
	Base Key Prof	Name	Actions Rank F	Prep	Name	Actions Ran	< Prep
CANTRIPS							
Cantrips per Day	Cantrip Rank						
Name	Actions Prep						
FOCUS SPELLS							
	Focus Spoll Bank						
Focus Points 🔿 🔿	1/2 your level rounded up						
Focus Pool Equals the number of focus Refocus Spend 10 minutes to regain 1 Fo	spells you have (maximum 3). ocus Point.						
Name	Actions						
INNARE SPELLO							
INNATE SPELLS	Actions Freq						
	ACTIONS FIEL						
		RITUALS					
		Name	Rank (Cost	Name	Ranl	Cost

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