

Character Name _____ Ancestry _____ Class _____

Player Name _____ Heritage _____ Size _____ Background _____ Level _____ XP _____ /1000 ○○○
Hero Points

Strength Dexterity Constitution Intelligence Wisdom Charisma

STR **DEX** **CON** **INT** **WIS** **CHA**
 Partial Boost Partial Boost Partial Boost Partial Boost Partial Boost Partial Boost

ATTRIBUTES

Trained Expert Master Legendary
 Level + 2 Level + 4 Level + 6 Level + 8

T **E** **M** **L**

Use these bonuses for the circled value in various proficiencies. Update them with each level up. NOTE: untrained means +0 proficiency bonus.

PROFICIENCY BONUSES

Hit Points

Class Level + CON

Current / Total Temporary

Persistent Damage

Dying 1 | 2 | 3 | 4 | 5

Wounded 1 | 2 | 3 | 4 | 5

RESISTANCES & IMMUNITIES

CONDITIONS

Speed

FEET / Squares

MOVEMENT TYPES

Perception

T | E | M | L

SENSES

Class DC

T | E | M | L

NOTES

Fortitude

T | E | M | L

SAVING THROWS

Reflex

T | E | M | L

Will

T | E | M | L

Armor Class

Shield

Current HP / Total HP BT Broken

EQUIPPED ARMOR

Unarmored Medium Light Heavy

DEFENSES

EQUIPPED SHIELD

Defense Proficiencies

Unarmored T | E | M | L
 Light T | E | M | L
 Medium T | E | M | L
 Heavy T | E | M | L

Attack Proficiencies

Unarmed T | E | M | L
 Simple T | E | M | L
 Martial T | E | M | L
 Other T | E | M | L

Ammo/Charges/Uses

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Weapon/Attack

TRAITS

ATK DMG
 1st 2nd 3rd
 STR DEX Other B P S

Weapon/Attack

TRAITS

ATK DMG
 1st 2nd 3rd
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Weapon/Attack

TRAITS

ATK DMG
 1st 2nd 3rd
 STR DEX Other B P S

ATTACKS

Bonus Tracker

Item
 Status
 Circumstance

Penalty Tracker

Item
 Status
 Circumstance

Acrobatics

Subtract Armor Penalty

(DEX)

T | E | M | L

Arcana

(INT)

T | E | M | L

Athletics

Subtract Armor Penalty

(STR)

T | E | M | L

Crafting

(INT)

T | E | M | L

Deception

(CHA)

T | E | M | L

Diplomacy

(CHA)

T | E | M | L

Intimidation

(CHA)

T | E | M | L

Lore

(INT)

T | E | M | L

Lore

(INT)

T | E | M | L

Medicine

(WIS)

T | E | M | L

Nature

(WIS)

T | E | M | L

Occultism

(INT)

T | E | M | L

Performance

(CHA)

T | E | M | L

Religion

(WIS)

T | E | M | L

Society

(INT)

T | E | M | L

Stealth

Subtract Armor Penalty

(DEX)

T | E | M | L

Survival

(WIS)

T | E | M | L

Thievery

Subtract Armor Penalty

(DEX)

T | E | M | L

LANGUAGES

Armor Penalty _____

SKILLS

Level Tracker - Feats, Ability Boosts, Notes

Use this space to write important notes or descriptions of your feats.

	Anc.	Back.	Class	Free
STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Ancestry/Heritage Abilities & Ancestry Feat

1

Class Feat & Features

Background Skill Feat

2

Skill Feat & Class Feat

Skill Increase:

3

General Feat & Class Features

4

Skill Feat & Class Feat

Skill Increase:

5

Ability Boosts:

<input type="checkbox"/>	<input type="checkbox"/>
STR	INT
<input type="checkbox"/>	<input type="checkbox"/>
DEX	WIS
<input type="checkbox"/>	<input type="checkbox"/>
CON	CHA

Ancestry Feat & Class Features

6

Skill Feat & Class Feat

Skill Increase:

7

General Feat & Class Features

8

Skill Feat & Class Feat

Skill Increase:

9

Ancestry Feat & Class Features

NOTES

Level Tracker - Feats, Ability Boosts, Notes

Use this space to write important notes or descriptions of your feats.

10

Ability Boosts

- STR INT
- DEX WIS
- CON CHA

Skill Feat & Class Feat

Skill Increase:

11

General Feat & Class Feature

12

Skill Feat & Class Feat

Skill Increase:

13

Ancestry Feat & Class Feature

14

Skill Feat & Class Feat

Skill Increase:

15

Ability Boosts

- STR INT
- DEX WIS
- CON CHA

General Feat & Class Feature

16

Skill Feat & Class Feat

Skill Increase:

17

Ancestry Feat & Class Feature

18

Skill Feat & Class Feat

Skill Increase:

19

General Feat & Class Feature

20


Ability Boosts

- STR INT
- DEX WIS
- CON CHA

Skill Feat & Class Feat

NOTES

Inventory

 **Wealth**

CP SP GP PP

 **Bulk**

Bulk Total

Encumbered 5+STR Maximum 10+STR

10 Light = 1 Bulk
Max Invested =10

Use this space to write important notes or descriptions of your items.

Stored Items	Bulk

Worn Items	Max Invested =10	Invested	Bulk

Consumables	Qty	Uses	Bulk

NOTES