

Character Name

Ancestry

Class

Player Name

Heritage

Size

Background

Level

XP

/1000

○○○  
Hero Points

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

STR

○ Partial Boost

DEX

○ Partial Boost

CON

○ Partial Boost

INT

○ Partial Boost

WIS

○ Partial Boost

CHA

○ Partial Boost

## ATTRIBUTES

Trained

Level + 2

Expert

Level + 4

Master

Level + 6

Legendary

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 BONUS

Fortitude  
T | E | M | L

(CON)

Reflex  
T | E | M | L

(DEX)

Will  
T | E | M | L

(WIS)

NOTES

## SAVING THROWS



Armor Class

(10+DEX)



Shield

AC Bonus

Hardness



Raised Shield

Defense Proficiencies

Unarmored

T | E | M | L

Light

T | E | M | L

Medium

T | E | M | L

Heavy

T | E | M | L

EQUIPPED ARMOR

○ Unarmored ○ Medium ○ Light ○ Heavy

EQUIPPED SHIELD

## DEFENSES



Hit Points

Class Level + CON

Current

Total

Temporary

Persistent Damage

Dying 1 | 2 | 3 | 4 | 5

Wounded 1 | 2 | 3 | 4 | 5

RESISTANCES &amp; IMMUNITIES

CONDITIONS

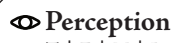


Speed

FEET

Squares

MOVEMENT TYPES

Perception  
T | E | M | L

(WIS)

SENSES

Class DC  
T | E | M | L

(10+KEY)

NOTES

Weapon/Attack

TRAITS

1st

ATK

2nd

3rd

○ STR ○ DEX ○ Other

DMG

○ B ○ P ○ S

Attack Proficiencies

Unarmed

T | E | M | L

Simple

T | E | M | L

Martial

T | E | M | L

Other

T | E | M | L

Weapon/Attack

TRAITS

1st

ATK

2nd

3rd

○ STR ○ DEX ○ Other

DMG

○ B ○ P ○ S

Weapon/Attack

TRAITS

1st

ATK

2nd

3rd

○ STR ○ DEX ○ Other

DMG

○ B ○ P ○ S

Ammo/Charges/Uses

AAAAAAAAAAAAAAAA

Weapon/Attack

TRAITS

1st

ATK

2nd

3rd

○ STR ○ DEX ○ Other

DMG

○ B ○ P ○ S

## ATTACKS

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

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

1

Ancestry/Heritage Abilities & Ancestry Feat

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="radio"/>	<input type="radio"/>
STR	INT
<input type="radio"/>	<input type="radio"/>
DEX	WIS
<input type="radio"/>	<input type="radio"/>
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

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

NOTES

Level Tracker -Feats, Ability Boosts, Notes

	<div>Ability Boosts</div> <div><div><input type="radio"/> STR</div><div><input type="radio"/> INT</div><div><input type="radio"/> DEX</div><div><input type="radio"/> WIS</div><div><input type="radio"/> CON</div><div><input type="radio"/> CHA</div></div>	Skill Feat & Class Feat
10		<div>Skill Increase:</div>
		General Feat & Class Feature
11		
		Skill Feat & Class Feat
12		<div>Skill Increase:</div>
		Ancestry Feat & Class Feature
13		
		Skill Feat & Class Feat
14		<div>Skill Increase:</div>
	<div>Ability Boosts</div> <div><div><input type="radio"/> STR</div><div><input type="radio"/> INT</div><div><input type="radio"/> DEX</div><div><input type="radio"/> WIS</div><div><input type="radio"/> CON</div><div><input type="radio"/> CHA</div></div>	General Feat & Class Feature
15		
		Skill Feat & Class Feat
16		<div>Skill Increase:</div>
		Ancestry Feat & Class Feature
17		
		Skill Feat & Class Feat
18		<div>Skill Increase:</div>
		General Feat & Class Feature
19		
	<div>Ability Boosts</div> <div><div><input type="radio"/> STR</div><div><input type="radio"/> INT</div><div><input type="radio"/> DEX</div><div><input type="radio"/> WIS</div><div><input type="radio"/> CON</div><div><input type="radio"/> CHA</div></div>	Skill Feat & Class Feat
20		

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

NOTES

Inventory

 Wealth

CP      SP      GP      PP

 Bulk

Encumbered 5+STR      Maximum 10+STR

Bulk Total

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