PLAYER NAME

CHARACTER NAME

CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2

NOVICE ADEPT EXPERT MASTER GRANDM.

2 4 6 8 10 EXPERTISE

PRIME = Highest Attribute | PASSIVE = 10 + ALL CHECK BONUSSES ADV= +2 DisADV= -2

AWARENESS

PHYSICAL

MIG

MIGHT SAVE

ATHLETICS

INTIMIDATION

AGI

AGILITY SAVE

ACROBATICS

TRICKERY

STEALTH

MENTAL

CHA

CHARISMA SAVE

ANIMAL

INFLUENCE

INSIGHT

INT

INTELLIGENCE SAVE

INVESTIGATION

MEDICINE

SURVIVAL

HEALTH POINTS

HP

TEMP

MAX

B WB

PRECISION — Defense — AREA

PD AD

HEAVY

BRUTAL

PDR EDR MDR

RESISTANCES / VULNERABILITES

COMBAT

ATTACK / SPELL CHECK = CM + Prime

INITIATIVE = CM + AGI

SAVE DC = 10 + CM + Prime

MARTIAL CHECK = CM + Prime

ATTACKS

Name	Dmg.	Type

Cap RESOURCES

STAMINA POINTS

MANA POINTS

REST POINTS = Max HP

GRIT POINTS = CHA + 2

SPEED - HALF / FULL (IN SPACES)

FLY CLIMB

LIMITED SWIM

GLIDE BURROW

HOLD BREATH

MOVE SPEED

JUMP DISTANCE

Checks, Saves, Speed, Save DC -1 -2 -3 -4 -5

DEATH THRESHOLD = Prime + CM

EXHAUSTION

TRADES

LANGUAGE CHECK = d20 + (Intelligence or Charisma)

LIMITED

FLUENT

LANGUAGES

CHARACTERISTICS

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

SKIN

DISTINCTION

OTHER

TRAINING PATHS CURRENCIES ETC. MISC

WEAPONS

ARMOR

SHIELDS

MARTIAL PATH

SPELLCASTER PATH

FEATURES

PASSIVE AWARENESS | PASSIVE INSIGHT | PASSIVE INVESTIGATION | PASSIVE STEALTH | PASSIVE | PASSIVE

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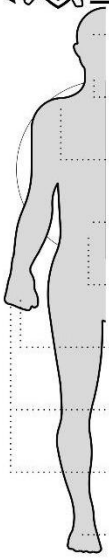
ANCESTRY PERSONALITY BACKSTORY TALENTS ETC.

ATTUNEMENT

Slots ATTUNEMENT SLOTS = Prime

( )
( )
( )
( )
( )

EQUIPPED



HEAD glasses, goggles, hat, hood, crown, helmet

NECK necklace, amulet, choker

MANTLE cloak, cape, shawl, scarf, backpack, pauldron

BODY vest/tunic/cuirass, trousers/leggings/greaves

WAIST belt, sash, waistband

HANDS gloves, bracers, handwraps, gauntlets

RING RIGHT ring on right hand

RING LEFT ring on left hand

FEET boots, sandals, sabatons

CARRIED STORED SUPPLIES ETC.

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