

PLAYER NAME

CHARACTER NAME



CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2

NOVICE
2

ADEPT
4

EXPERT
6

MASTER
8

GRANDM.
10

EXPERTISE

PRIME

= Highest Attribute

AWARENESS

MIGHT

SAVE

ATHLETICS

INTIMIDATION

AGILITY

SAVE

ACROBATICS

TRICKERY

STEALTH

CHA

SAVE

ANIMAL

INFLUENCE

INSIGHT

INT

SAVE

INVESTIGATION

MEDICINE

SURVIVAL

HEALTH POINTS

PRECISION ← Defense → AREA

TEMP

MAX

B

WB

HEAVY

BRUTAL

PDR

EDR

MDR

COMBAT

ATTACK / SPELL CHECK = CM + Prime

SAVE DC = 10 + CM + Prime

INITIATIVE = CM + AGI

ATTACKS

Name	Dmg.	Type

RESOURCES

Cap

STAMINA POINTS

MANA POINTS

REST POINTS = Max HP

GRIT POINTS = CHA + 2

MOVE SPEED

FLY

SWIM

GLIDE

CLIMB

BURROW

HOLD BREATH

JUMP DISTANCE

EXHAUSTION

Checks, Saves, Speed, Save DC

-1 -2 -3 -4 -5

DEATH THRESHOLD = Prime + CM

TRADES

ARCANA

HISTORY

NATURE

OCCULTISM

RELIGION

LANGUAGES

LANGUAGE CHECK = d20 + (Intelligence or Charisma)

LIMITED

FLUENT

MISC

FEATURES

SPELLS AND
TECHNIQUES



SUPPLIES



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

