

Relicborne Saga



PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

◆ Single Action
 ◆◆ Two-Action Activity
 ◆◆◆ Three-Action Activity
 ◆ Free Action
 ⤷ Reaction

CHARACTER NAME		
PLAYER NAME		
DEITY	SIZE	TRAITS

CLASS	SPECIALIZATION
BACKGROUND	KEY ABILITY
ANCESTRY AND HERITAGE	

LEVEL
HERO POINTS

ATTRIBUTES

STRENGTH	<input type="text"/>	Partial Boost
DEXTERITY	<input type="text"/>	Partial Boost
CONSTITUTION	<input type="text"/>	Partial Boost
INTELLIGENCE	<input type="text"/>	Partial Boost
WISDOM	<input type="text"/>	Partial Boost
CHARISMA	<input type="text"/>	Partial Boost

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

UNARMORED LIGHT MEDIUM HEAVY

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

Shield + HARDNESS MAX HP / BT CURRENT HP

HIT POINTS

MAX

CURRENT TEMPORARY

DYING WOUNDED

Toughness Ancestry & Mountain's Stoutness other HP

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE		REFLEX		WILL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L

NOTES

PERCEPTION

WIS PROF T E M L ITEM

SENSES

CLASS DC

= 10

DC BASE KEY PROF T E M L ITEM

SPEED **FEET** MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T E M L	ITEM
DAMAGE	DICE	STR	B W SPEC	OTHER	Finesse	TRAITS
WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T E M L	ITEM
DAMAGE	DICE	STR	B W SPEC	OTHER	Finesse	TRAITS
WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T E M L	ITEM
DAMAGE	DICE	STR	B W SPEC	OTHER	Finesse	TRAITS

RANGED STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T E M L	ITEM
DAMAGE	DICE	SPECIAL	B W SPEC	OTHER	TRAITS	
WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T E M L	ITEM
DAMAGE	DICE	SPECIAL	B W SPEC	OTHER	TRAITS	
WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T E M L	ITEM
DAMAGE	DICE	SPECIAL	B W SPEC	OTHER	TRAITS	

WEAPON PROFICIENCIES

SIMPLE MARTIAL OTHER OTHER

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

SKILLS

ACROBATICS	<input type="text"/>	DEX	PROF	T E M L	ITEM	ARMOR
ARCANA	<input type="text"/>	INT	PROF	T E M L	ITEM	
ATHLETICS	<input type="text"/>	STR	PROF	T E M L	ITEM	ARMOR
CRAFTING	<input type="text"/>	INT	PROF	T E M L	ITEM	
DECEPTION	<input type="text"/>	CHA	PROF	T E M L	ITEM	
DIPLOMACY	<input type="text"/>	CHA	PROF	T E M L	ITEM	
INTIMIDATION	<input type="text"/>	CHA	PROF	T E M L	ITEM	
LORE	<input type="text"/>	INT	PROF	T E M L	ITEM	
LORE	<input type="text"/>	INT	PROF	T E M L	ITEM	
LORE	<input type="text"/>	INT	PROF	T E M L	ITEM	
MEDICINE	<input type="text"/>	WIS	PROF	T E M L	ITEM	
NATURE	<input type="text"/>	WIS	PROF	T E M L	ITEM	
OCCULTISM	<input type="text"/>	INT	PROF	T E M L	ITEM	
PERFORMANCE	<input type="text"/>	CHA	PROF	T E M L	ITEM	
RELIGION	<input type="text"/>	WIS	PROF	T E M L	ITEM	
SOCIETY	<input type="text"/>	INT	PROF	T E M L	ITEM	
STEALTH	<input type="text"/>	DEX	PROF	T E M L	ITEM	ARMOR
SURVIVAL	<input type="text"/>	WIS	PROF	T E M L	ITEM	
THIEVERY	<input type="text"/>	DEX	PROF	T E M L	ITEM	ARMOR

LANGUAGES

ANCESTRY FEATS AND ABILITIES

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

SKILL FEATS

BACKGROUND

2ND

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

CLASS FEATS AND ABILITIES

FEATURE 1ST

FEATURE 1ST

FEAT 1ST

FEAT 2ND

FEATURE 3RD

FEAT 4TH

FEATURE 5TH

FEAT 6TH

FEATURE 7TH

FEAT 8TH

FEATURE 9TH

FEAT 10TH

FEATURE 11TH

FEAT 12TH

FEATURE 13TH

FEAT 14TH

FEATURE 15TH

FEAT 16TH

FEATURE 17TH

FEAT 18TH

FEATURE 19TH

FEAT 20TH

BONUS FEATS

INVENTORY

WORN ITEMS

INVEST

BULK

READIED ITEMS

BULK

OTHER ITEMS

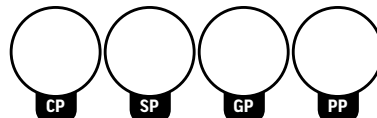
BULK



ENCUMBERED

BULK
MAXIMUM

BASE STR
BASE STR



Hefty Hauler

CHARACTER SKETCH

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ADVENTURE NOTES

NOTES

CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE	NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			
NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE	NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			

SPELL ATTACK ROLL

SPELLCASTING
KEY ABILITY

= KEY PROF T E M L ITEM

SPELL DC

= DC BASE **10** KEY PROF T E M L ITEM

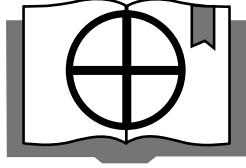
MAGIC TRADITIONS

ARCANE

OCCULT

PRIMAL

DIVINE



PREPARED SPONTANEOUS

M = Manipulate [trait]: Spellcasting provokes reactions
S = Subtle [trait]: Spellcasting can be hidden

CANTRIPS

<input type="text"/>	PREP	<input type="checkbox"/>
<input type="text"/>	ACTIONS	<input type="text"/>
<input type="checkbox"/>	M	<input type="checkbox"/>
<input type="checkbox"/>	S	

INNATE SPELLS

<input type="text"/>	FREQ	<input type="text"/>
<input type="text"/>	ACTIONS	<input type="text"/>
<input type="checkbox"/>	M	<input type="checkbox"/>
<input type="checkbox"/>	S	

FOCUS SPELLS

FOCUS POINTS / REFOCUS: Spend 10 minutes to regain 1 Focus Point

<input type="text"/>	ACTIONS	<input type="text"/>
<input type="checkbox"/>	M	<input type="checkbox"/>
<input type="checkbox"/>	S	

SPELL SLOTS PER DAY

CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

<input type="text"/>	PREP	<input type="checkbox"/>
<input type="text"/>	ACTIONS	<input type="text"/>
<input type="checkbox"/>	M	<input type="checkbox"/>
<input type="checkbox"/>	S	