



**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**

**EXPERIENCE POINTS (XP)**

**CLASS** **SPECIALIZATION** **LEVEL**

**BACKGROUND** **KEY ABILITY**

**ANCESTRY AND HERITAGE**

**SIZE** **ALIGNMENT** **TRAITS**

**DEITY**

**HERO POINTS**

## ABILITY SCORES

**STR** STRENGTH SCORE

**DEX** DEXTERITY SCORE

**CON** CONSTITUTION SCORE

**INT** INTELLIGENCE SCORE

**WIS** WISDOM SCORE

**CHA** CHARISMA SCORE

## 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

**CURRENT** **TEMPORARY**

**DYING** **WOUNDED**

Toughness Ancestry  
 Mountain's Stoutness HP

## SAVING THROWS

**FORTITUDE** **REFLEX** **WILL**

**CON** **PROF** **DEX** **PROF** **WIS** **PROF**

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

**NOTES**

## RESISTANCES AND IMMUNITIES

## PERCEPTION

**WIS** **PROF** **T E M L** **ITEM**

**SENSES**

## CLASS DC

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

**SPEED** **FEET** **MOVEMENT TYPES & NOTES**

## MELEE STRIKES

**WEAPON** **STR** **PROF** **T E M L** **ITEM**

**DAMAGE** **DICE** **STR** **B** **W SPEC** **OTHER** **Finesse** **TRAITS**

**WEAPON** **STR** **PROF** **T E M L** **ITEM**

**DAMAGE** **DICE** **STR** **B** **W SPEC** **OTHER** **Finesse** **TRAITS** **Not A Weapon**

**WEAPON** **STR** **PROF** **T E M L** **ITEM**

**DAMAGE** **DICE** **STR** **B** **W SPEC** **OTHER** **Finesse** **TRAITS** **Not A Weapon**

## RANGED STRIKES

**WEAPON** **DEX** **PROF** **T E M L** **ITEM**

**DAMAGE** **DICE** **SPECIAL** **B** **W SPEC** **OTHER** **TRAITS**

**WEAPON** **DEX** **PROF** **T E M L** **ITEM**

**DAMAGE** **DICE** **SPECIAL** **B** **W SPEC** **OTHER** **TRAITS** **Not A Weapon**

**WEAPON** **DEX** **PROF** **T E M L** **ITEM**

**DAMAGE** **DICE** **SPECIAL** **B** **W SPEC** **OTHER** **TRAITS** **Not A Weapon**

## WEAPON PROFICIENCIES

**SIMPLE** **MARTIAL** **OTHER** **OTHER**

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

## SKILLS

**ACROBATICS** **DEX** **PROF** **T E M L** **ITEM** **ARMOR**

**ARCANA** **INT** **PROF** **T E M L** **ITEM**

**ATHLETICS** **STR** **PROF** **T E M L** **ITEM** **ARMOR**

**CRAFTING** **INT** **PROF** **T E M L** **ITEM**

**DECEPTION** **CHA** **PROF** **T E M L** **ITEM**

**DIPLOMACY** **CHA** **PROF** **T E M L** **ITEM**

**INTIMIDATION** **CHA** **PROF** **T E M L** **ITEM**

**LORE** **INT** **PROF** **T E M L** **ITEM**

**LORE** **INT** **PROF** **T E M L** **ITEM**

**LORE** **INT** **PROF** **T E M L** **ITEM**

**MEDICINE** **WIS** **PROF** **T E M L** **ITEM**

**NATURE** **WIS** **PROF** **T E M L** **ITEM**

**OCCULTISM** **INT** **PROF** **T E M L** **ITEM**

**PERFORMANCE** **CHA** **PROF** **T E M L** **ITEM**

**RELIGION** **WIS** **PROF** **T E M L** **ITEM**

**SOCIETY** **INT** **PROF** **T E M L** **ITEM**

**STEALTH** **DEX** **PROF** **T E M L** **ITEM** **ARMOR**

**SURVIVAL** **WIS** **PROF** **T E M L** **ITEM**

**THIEVERY** **DEX** **PROF** **T E M L** **ITEM** **ARMOR**

## LANGUAGES

## ANCESTRY FEATS AND ABILITIES

SPECIAL 1<sup>ST</sup>

HERITAGE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 5<sup>TH</sup>

FEAT 9<sup>TH</sup>

FEAT 13<sup>TH</sup>

FEAT 17<sup>TH</sup>

## SKILL FEATS

BACKGROUND

2<sup>ND</sup>

4<sup>TH</sup>

6<sup>TH</sup>

8<sup>TH</sup>

10<sup>TH</sup>

12<sup>TH</sup>

14<sup>TH</sup>

16<sup>TH</sup>

18<sup>TH</sup>

20<sup>TH</sup>

## GENERAL FEATS

3<sup>RD</sup>

7<sup>TH</sup>

11<sup>TH</sup>

15<sup>TH</sup>

19<sup>TH</sup>

## CLASS FEATS AND ABILITIES

FEATURE 1<sup>ST</sup>

FEATURE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 2<sup>ND</sup>

FEATURE 3<sup>RD</sup>

FEAT 4<sup>TH</sup>

FEATURE 5<sup>TH</sup>

FEAT 6<sup>TH</sup>

FEATURE 7<sup>TH</sup>

FEAT 8<sup>TH</sup>

FEATURE 9<sup>TH</sup>

FEAT 10<sup>TH</sup>

FEATURE 11<sup>TH</sup>

FEAT 12<sup>TH</sup>

FEATURE 13<sup>TH</sup>

FEAT 14<sup>TH</sup>

FEATURE 15<sup>TH</sup>

FEAT 16<sup>TH</sup>

FEATURE 17<sup>TH</sup>

FEAT 18<sup>TH</sup>

FEATURE 19<sup>TH</sup>

FEAT 20<sup>TH</sup>

## BONUS FEATS

## INVENTORY

WORN ITEMS

INVEST

BULK

READIED ITEMS

BULK

OTHER ITEMS

BULK

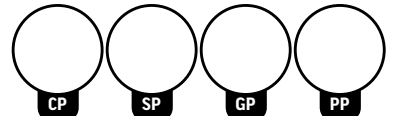


ENCUMBERED

MAXIMUM

BASE STR

BASE STR



Hefty Hauler

## CHARACTER SKETCH

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## ADVENTURE NOTES

NOTES

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## CAMPAIGN NOTES

NOTES

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ALLIES

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ENEMIES

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ORGANIZATIONS

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## ACTIONS AND ACTIVITIES

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

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

## FREE ACTIONS AND REACTIONS

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

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

# SPELL ATTACK ROLL

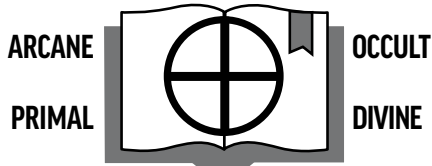
SPELLCASTING  
KEY ABILITY

=  KEY  PROF  T  E  M  L  ITEM

# SPELL DC

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

# MAGIC TRADITIONS



PREPARED  SPONTANEOUS

# CANTRIPS

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

# INNATE SPELLS

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

# FOCUS SPELLS

FOCUS POINTS  CURRENT  MAXIMUM

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

# SPELL SLOTS PER DAY

CANTRIP LEVEL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

# SPELLS

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