



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

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 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

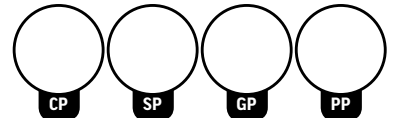


ENCUMBERED

BASE STR

MAXIMUM

BASE STR



Hefty Hauler

CHARACTER SKETCH

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ADVENTURE NOTES

NOTES

CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS

ACTIONS AND ACTIVITIES

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FREE ACTIONS AND REACTIONS

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SPELL ATTACK ROLL

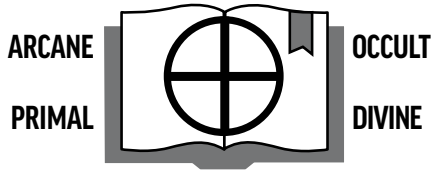
SPELLCASTING
KEY ABILITY

= KEY PROF T E M L ITEM

SPELL DC

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

MAGIC TRADITIONS



PREPARED SPONTANEOUS

CANTRIPS

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

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<input type="text"/>	M S V <input type="text"/>
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FOCUS SPELLS

FOCUS POINTS CURRENT MAXIMUM

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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"/>
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SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

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