

# 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**

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**PLAYER NAME**

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**DEITY** **SIZE** **TRAITS**

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

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**BACKGROUND** **KEY ABILITY**

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**ANCESTRY AND HERITAGE**

**HERO POINTS**

## ATTRIBUTES

**STRENGTH**  Partial Boost

**DEXTERITY**  Partial Boost

**CONSTITUTION**  Partial Boost

**INTELLIGENCE**  Partial Boost

**WISDOM**  Partial Boost

**CHARISMA**  Partial Boost

## ARMOR CLASS

**AC** = 10

DC BASE **DEX** **CAP** **PROF** **T E M L** **ITEM**

OR

UNARMORED **T E M L** LIGHT **T E M L** MEDIUM **T E M L** HEAVY **T E M L**

Shield + **HARDNESS** **MAX HP / BT** **CURRENT HP**

## HIT POINTS

**CURRENT** **TEMPORARY**

**DYING** **WOUNDED**

Toughness Ancestry & Mountain's Stoutness other 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**

## CLASS DC

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

= 10

## PERCEPTION

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

**SENSES**

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

## MELEE STRIKES

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

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

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

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

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

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

## RANGED STRIKES

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

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

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

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

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

**DAMAGE** **DICE** **SPECIAL**  B  W  S **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** **ARMOR**

**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

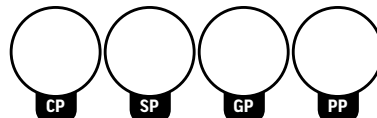
BULK



ENCUMBERED

BULK  
 MAXIMUM  
 BASE STR

BASE STR



Hefty Hauler

## CHARACTER SKETCH

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## ADVENTURE NOTES

NOTES
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## CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS

## ACTIONS AND ACTIVITIES

NAME	<b>ACTIONS</b>	TRAITS	PAGE	NAME	<b>ACTIONS</b>	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	<b>ACTIONS</b>	TRAITS	PAGE	NAME	<b>ACTIONS</b>	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	<b>ACTIONS</b>	TRAITS	PAGE	NAME	<b>ACTIONS</b>	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

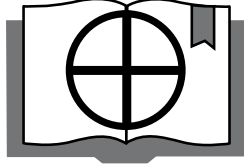
# MAGIC TRADITIONS

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	<input type="checkbox"/>

# 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	<input type="checkbox"/>

# 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	<input type="checkbox"/>

# 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

<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	<input type="checkbox"/>