

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** **LEVEL**

BACKGROUND **KEY ABILITY**

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

MAX **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

RESISTANCES AND IMMUNITIES

PERCEPTION

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

SENSES

CLASS DC

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

= 10

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**

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 ST
HERITAGE 1 ST
FEAT 1 ST
FEAT 5 TH
FEAT 9 TH
FEAT 13 TH
FEAT 17 TH

SKILL FEATS

BACKGROUND
2 ND
4 TH
6 TH
8 TH
10 TH
12 TH
14 TH
16 TH
18 TH
20 TH

GENERAL FEATS

3 RD
7 TH
11 TH
15 TH
19 TH

CLASS FEATS AND ABILITIES


FEATURE 1 ST
FEATURE 1 ST
FEAT 1 ST
FEAT 2 ND
FEATURE 3 RD
FEAT 4 TH
FEATURE 5 TH
FEAT 6 TH
FEATURE 7 TH
FEAT 8 TH
FEATURE 9 TH
FEAT 10 TH
FEATURE 11 TH
FEAT 12 TH
FEATURE 13 TH
FEAT 14 TH
FEATURE 15 TH
FEAT 16 TH
FEATURE 17 TH
FEAT 18 TH
FEATURE 19 TH
FEAT 20 TH

BONUS FEATS

INVENTORY

WORN ITEMS	INVEST	BULK

READIED ITEMS	BULK	OTHER ITEMS	BULK

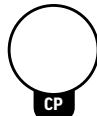


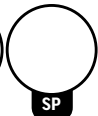
ENCUMBERED


BASE	STR

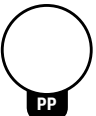
MAXIMUM

BASE	STR


CP


SP


GP


PP

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
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SPELL DC

○ =	DC BASE	KEY	PROF	T	E	M	L	ITEM
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SPELL SLOTS PER DAY

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

SPONTANEOUS SPELL SLOTS REMAINING

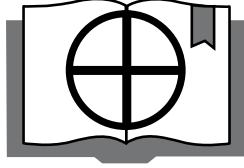
MAGIC TRADITIONS

ARCANE

OCCULT

PRIMAL

DIVINE



PREPARED SPONTANEOUS

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

CANTRIPS

	PREP	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
	M	S

INNATE SPELLS

	FREQ	
	ACTIONS	
	M	S
	FREQ	
	ACTIONS	
	M	S

FOCUS SPELLS

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

	ACTIONS	
	M	S
	ACTIONS	
	M	S
	ACTIONS	
	M	S
	ACTIONS	
	M	S

SPELLS

	PREP	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
	M	S
	PREP	
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	PREP	
	ACTIONS	
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