

# 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**

**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

CONDITIONS

## CLASS DC

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

## 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

Untrained Improvisation

**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



## CHARACTER SKETCH

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## ADVENTURE NOTES

NOTES
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## CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS

## ACTIONS AND ACTIVITIES

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## FREE ACTIONS AND REACTIONS

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# SPELL ATTACK ROLL

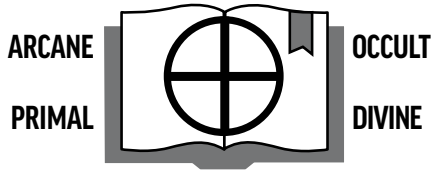
SPELLCASTING  
KEY ABILITY

=  KEY  PROF  T  E  M  L  ITEM

# SPELL DC

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

# MAGIC TRADITIONS



PREPARED  SPONTANEOUS

# CANTRIPS

<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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# INNATE SPELLS

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