

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

CURRENT **TEMPORARY**

MAX

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

= 10

DC BASE **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 P S **W SPEC** **OTHER** Finesse **TRAITS**

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

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

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

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

RANGED STRIKES

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

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

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

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

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

DAMAGE **DICE** **SPECIAL** B P 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

CHARACTER SKETCH

--

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

SPELL DC

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

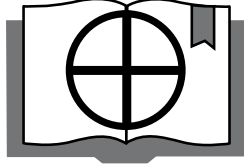
MAGIC TRADITIONS

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	

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	

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	

SPELL SLOTS PER DAY

CANTRIP LEVEL										
	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	