

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

DC BASE = 10

DEX CAP PROF T E M L ITEM

UNARMORED LIGHT MEDIUM HEAVY

T E M L T E M L T E M L T E M L

Shield + HARDNESS MAX HP / BT CURRENT HP

HIT POINTS

CURRENT TEMPORARY

DYING WOUNDED

Toughness Ancestry
 Mountain's Stoutness HP

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE CON PROF ITEM T E M L

REFLEX DEX PROF ITEM T E M L

WILL WIS PROF ITEM T E M L

NOTES

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

WEAPON = STR PROF T E M L ITEM

DAMAGE DICE STR B W SPEC OTHER Finesse TRAITS

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

WEAPON = DEX PROF T E M L ITEM

DAMAGE DICE SPECIAL B W SPEC OTHER TRAITS

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

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

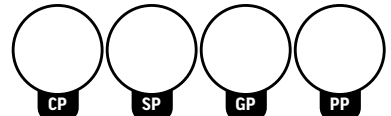
BULK



ENCUMBERED

BULK
 MAXIMUM
 BASE STR

BASE STR



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	FREE ACTION	TRAITS	PAGE	NAME	FREE ACTION	TRAITS	PAGE
		REACTION				REACTION	
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			
NAME	FREE ACTION	TRAITS	PAGE	NAME	FREE ACTION	TRAITS	PAGE
		REACTION				REACTION	
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			

SPELL ATTACK ROLL

SPELLCASTING
KEY ABILITY

= KEY PROF T E M L ITEM

SPELL DC

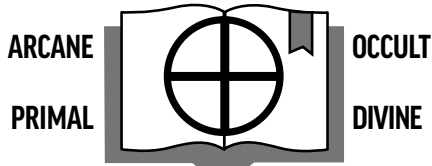
= DC BASE **10** KEY PROF T E M L ITEM

SPELL SLOTS PER DAY

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

SPONTANEOUS SPELL SLOTS REMAINING

MAGIC TRADITIONS



PREPARED SPONTANEOUS

CANTRIPS

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INNATE SPELLS

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FOCUS SPELLS

FOCUS POINTS CURRENT MAXIMUM

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SPELLS

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