

# 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  
 MODIFIER

**DEX** DEXTERITY SCORE  
 MODIFIER

**CON** CONSTITUTION SCORE  
 MODIFIER

**INT** INTELLIGENCE SCORE  
 MODIFIER

**WIS** WISDOM SCORE  
 MODIFIER

**CHA** CHARISMA SCORE  
 MODIFIER

## 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

**MAX** **CURRENT** **TEMPORARY**

**DYING** **WOUNDED**

Toughness Ancestry  
 Mountain's Stoutness HP  
**RESISTANCES AND IMMUNITIES**

## 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**

## 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** **Not A Weapon**

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

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

## 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** **Not A Weapon**

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

**DAMAGE** **DICE** **SPECIAL** **B** **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<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

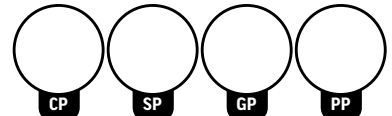
BULK



ENCUMBERED

BASE	STR
MAXIMUM	BASE STR

BASE	STR
MAXIMUM	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

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## FREE ACTIONS AND REACTIONS

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# SPELL ATTACK ROLL

○ =	KEY	PROF	T	E	M	L	ITEM
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SPELLCASTING  
KEY ABILITY

# SPELL SLOTS PER DAY

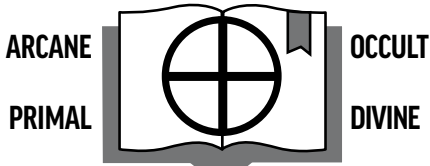
CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

# SPELL DC

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

# MAGIC TRADITIONS



PREPARED    SPONTANEOUS

# CANTRIPS

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

# INNATE SPELLS

	FREQ		
	ACTIONS		
	M	S	V
	FREQ		
	ACTIONS		
	M	S	V

# FOCUS SPELLS

FOCUS POINTS     

	ACTIONS		
	M	S	V
	ACTIONS		
	M	S	V
	ACTIONS		
	M	S	V
	ACTIONS		
	M	S	V

# SPELLS

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