

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**

BACKGROUND **KEY ABILITY**

ANCESTRY AND HERITAGE

LEVEL

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**

DYING **WOUNDED**

Toughness Ancestry & Mountain's Stoutness other HP

RESISTANCES AND IMMUNITIES

CONDITIONS

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 **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

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

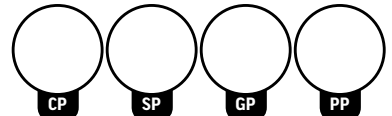
BULK



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	<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	KEY	PROF	T	E	M	L	ITEM
	10							

SPELL SLOTS PER DAY

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

SPONTANEOUS SPELL SLOTS REMAINING

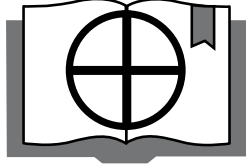
MAGIC TRADITIONS

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	
	ACTIONS	
	M	S
	PREP	
	ACTIONS	
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	PREP	
	ACTIONS	
	M	S