Identity / attributes / combat / resources

IDENTITY

CHARACTER NAME

RACE

SUBRACE

CLASS

ROLE

LEVEL

SIZE

ABILITY SCORES

STR

DEX

CON

INT

WIS

CHA

MODIFIER

MODIFIER

MODIFIER

MODIFIER

MODIFIER

MODIFIER

COMBAT AND RESOURCES

CURRENT HP

MAX HP

CURRENT AP

MAX AP

CURRENT MP

MAX MP

ARMOR CLASS

SPEED (FT)

INITIATIVE

OTHER AP BONUS

INITIATIVE BONUS

IDENTITY AND PROGRESSION

RACIAL LANGUAGE

ADDITIONAL LANGUAGES

PRIMARY SCHOOL

SECONDARY SCHOOL

TERTIARY SCHOOL

HERO TIER

CHARACTER NOTES

Twenty skills / percentage tracking / class and ancestry features

SKILLS - BASE AND BONUS BUBBLES, TOTAL PERCENTAGE

SKILL	BASE - 10 BUBBLES	BONUS	TOTAL %
Athletics			
Acrobatics			
Stealth			
Sleight of Hand			
Perception			
Insight			
Investigation			
Survival			
Arcana			
History			
Religion			
Nature			
Persuasion			
Intimidation			
Deception			
Performance			
Medicine			
Alchemy			
Engineering			
Thievery			

	AVAILABLE	SPENT	REMAINING
SKILL POINTS			

TRAITS, CLASS FEATURES AND PERKS

RACIAL TRAITS

CLASS FEATURES

PERKS

Selected schools / six frequently used spells / casting details

QUICK SPELL CARDS

Six frequently used spells - available choices follow the schools selected on Page 1.

SPELL 1

TIER | AP | MP | RANGE

SAVE / ATTACK | DURATION | CONC.

SPELL EFFECT / DESCRIPTION

SPELL 2

TIER | AP | MP | RANGE

SAVE / ATTACK | DURATION | CONC.

SPELL EFFECT / DESCRIPTION

SPELL 3

TIER | AP | MP | RANGE

SAVE / ATTACK | DURATION | CONC.

SPELL EFFECT / DESCRIPTION

SPELL 4

TIER | AP | MP | RANGE

SAVE / ATTACK | DURATION | CONC.

SPELL EFFECT / DESCRIPTION

SPELL 5

TIER | AP | MP | RANGE

SAVE / ATTACK | DURATION | CONC.

SPELL EFFECT / DESCRIPTION

SPELL 6

TIER | AP | MP | RANGE

SAVE / ATTACK | DURATION | CONC.

SPELL EFFECT / DESCRIPTION

Armor / weapons / jewelry / carried items / currency

EQUIPPED LOADOUT AND ARMOR CALCULATION

ARMOR	ARMOR AC	SHIELD	SHIELD AC

JEWELRY 1	JEWELRY 2	FOCUS

ABILITY ADJUSTMENTS | RACIAL / PERMANENT (R) + EQUIPMENT / TEMPORARY (E)

STR	R	E	DEX	R	E	CON	R	E	INT	R	E	WIS	R	E	CHA	R	E

WEAPONS

NAME	DAMAGE	AP	WEIGHT	EFFECTS / TAGS

INVENTORY, KITS AND CURRENCY

PRIMARY KIT	SECONDARY KIT

ITEM	QTY	WEIGHT

SILVER	GOLD	OTHER AC BONUS	OTHER MAX HP BONUS

Status / dying / injuries / recovery tracking

ACTIVE CONDITIONS

CONDITION	DURATION	EFFECT / NOTES

DEATH AND STABILIZATION

DEATH POINTS	STABLE?	CURRENT HP	STATUS

At 0 HP: add 1d4 death points per dying tick; death at 10+. Stabilize DC 10.

INJURIES AND RECOVERY

LINGERING INJURIES / TREATMENT

MIND STRAIN

SYMPTOMS / TREATMENT

RECOVERY / REST / MP RECOVERY PENALTIES

Background / personality / contacts / quests / session notes

CAMPAIGN RECORD

BACKGROUND / ORIGIN

PERSONALITY / MOTIVATIONS

CONTACTS / ALLIES / FACTIONS

QUESTS / OBJECTIVES

CAMPAIGN NOTES