

Ancestry Heritage and traits	Size	Background Notes	Class Notes
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Origin & Appearance	Personality	Languages
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Deity / Philosophy Edicts Anathema	Campaign Notes
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Inventory - Packed	Inventory - Worn/At hand	Inventory - Stowed
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Inventory - Gems, Art	Inventory - Consumable	Bulk 10 light (L) items = 1 bulk Encumbered Bulk = 5 + STR Maximum Bulk = 10 + STR Maximum 10 invested items
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Platinum	Gold	Silver	Copper
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Ancestry & General Feats	Class Abilities
Ancestry and Heritage Abilities, Ancestry Feat, Background Skill feat	Class feats and features
2 [S]	[F]
3 [G]	[R]
4 [S]	[F]
5 [A]	[R]
6 [S]	[F]
7 [G]	[R]
8 [S]	[F]
9 [A]	[R]
10 [S]	[F]
[S] Skill Feat [G] General Feat [A] Ancestry Feat	[F] Class Feat [R] Class Feature

Gain 4 attribute boosts

Actions, Reactions & Activities

Name Traits page ref	Name Traits page ref

Spellicasting Tradition

Rank	Spell Atk.	Spell DC

Cantrips

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# Prepared.
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(Automatically heighten
to spell rank)

prep Spell Name & Actions

page ref

[illegible]

Focus Spells

focus points ○ ○ ○

(Automatically heighten
to spell rank)

Spell Name & Actions

page ref

[illegible]

Innate Spells

Attack

DC

Spell Name, Actions, Frequency

page ref

[illegible]

prep Spell Rank, Name & Actions

page ref

prep Spell Rank, Name & Actions

page ref

Ancestry & General Feats (continued)		Class Abilities	
11	[G]		[R]
12	[S]		[F]
13	[A]		[R]
14	[S]		[F]
15	[G]		[R]
16	[S]		[F]
17	[A]		[R]
18	[S]		[F]
19	[G]		[R]
20	[S]		[F]

[S] Skill Feat [G] General Feat [A] Ancestry Feat [F] Class Feat [R] Class Feature
 Gain 4 attribute boosts

More Actions, Reactions & Activities

Name Traits page ref	Name Traits page ref

Manual Character Creation Helper

Base Attributes

	STR	DEX	CON	WIS	INT	CHA
Ancestry (2 or 3/-1)	☐	☐	☐	☐	☐	☐
Background (2)	☐	☐	☐	☐	☐	☐
Class (1)	☐	☐	☐	☐	☐	☐
Free Choice (4)	☐	☐	☐	☐	☐	☐
Level 5 (4)	☐	☐	☐	☐	☐	☐
Level 10 (4)	☐	☐	☐	☐	☐	☐
Level 15 (4)	☐	☐	☐	☐	☐	☐
Level 20 (4)	☐	☐	☐	☐	☐	☐

☒ Boost
 ☐ Partial boost. Past 4, boosts give only 1/2
 ☐ Flaw, worth negative 1 point

Skills

	STR	DEX	CHA	WIS	INT
Athletics	☐	☐	☐	☐	☐
Acrobatics	☐	☐	☐	☐	☐
Stealth	☐	☐	☐	☐	☐
Thievery	☐	☐	☐	☐	☐
Deception	☐	☐	☐	☐	☐
Diplomacy	☐	☐	☐	☐	☐
Intimidation	☐	☐	☐	☐	☐
Performance	☐	☐	☐	☐	☐
Medicine	☐	☐	☐	☐	☐
Nature	☐	☐	☐	☐	☐
Religion	☐	☐	☐	☐	☐
Survival	☐	☐	☐	☐	☐
Arcana	☐	☐	☐	☐	☐
Crafting	☐	☐	☐	☐	☐
Occultism	☐	☐	☐	☐	☐
Society	☐	☐	☐	☐	☐
Lore	☐	☐	☐	☐	☐
Lore	☐	☐	☐	☐	☐
Lore	☐	☐	☐	☐	☐

☐ Decide on character concept (you can record details later on page 2, under Origin and Appearance and Personality)

☐ Fill out the Proficiency Bonuses section. It's a quick reference for your proficiency modifiers based on your level of training. Anywhere you see the TEMPL boxes, fill them in to represent the level of training your character has reached in that ability (if any), then consult the Proficiency modifiers table to see what "prof" value to use.

☐ Choose (A)ncestry, (B)ackground, and (C)lass (record at top of page 2). Note the Key attribute for your class here: It's important to try to boost this attribute to 4 for a first level character.

☐ From your Ancestry, record:

- ☐ Hit points ancestry base
- ☐ Size (page 2) and Speed (page 1)
- ☐ Your Base Attribute boosts and flaws
- ☐ any special movement or perception
- ☐ Ancestry feats (page 3)
- ☐ any extras such as Heritage feats, resistances, or skill bonuses

☐ From your Background, record:

- ☐ Base Attribute boosts
- ☐ Skill proficiency
- ☐ Background feats (page 3)

☐ From your Class, record:

- ☐ Base Attribute boost to your key attribute
- ☐ Your class HP
- ☐ Perception & saving throw proficiency
- ☐ Skill proficiency
- ☐ Weapon proficiency
- ☐ Armor proficiency
- ☐ Class DC proficiency
- ☐ Spell attack & Spell DC proficiency, and Innate Spell attack and DC (if applicable)
- ☐ Class feats and features (page 3)

☐ Pick your 4 free attribute boosts aside from those from your ABC. (Remember your Key attribute!) At this point you can calculate your base attributes by adding up the boosts and subtracting any flaws.

If you apply boosts past 4 (rare), each additional boost is only a half-circle (and a half point does not count toward your modifier). At level 1, and even until level 10, you should not have any base attribute scores past 4 (rounded down).

☐ Fill out your base attribute values anywhere they're referenced on this page. At this point you should have enough information to calculate almost everything except your Armor Class (AC) and weapon attacks. Copy the numbers you get onto the rest of the sheet, mostly page 1.

☐ Choose languages (number depends on your INT attribute)

☐ Purchase armor, keeping in mind your armor proficiency. Use the Armor section to calculate your AC. If you have any check penalties, add them to the Skills section. If you also buy a shield, fill out its info on page 1, including the shield AC bonus in the AC box.

☐ Purchase weapons, keeping in mind your weapon proficiency. Use the formulas provided to calculate your weapon attacks and write them on page 1.

☐ Purchase other items (inventory is on page 2). Record whatever meager coin you have left.

☐ If you are a spellcaster, choose and fill out your spells info on page 4, along with your spellcasting stats based on your class.

☐ If you get any special Feat actions or reactions, you can put short references to them on page 1, and more detailed descriptions on page 3.

Proficiency Bonuses

Level	Untrained	Trained	Expert	Master	Legendary
0	☐	☐	☐	☐	☐
+ 2 =	☐	☐	☐	☐	☐
+ 4 =	☐	☐	☐	☐	☐
+ 6 =	☐	☐	☐	☐	☐
+ 8 =	☐	☐	☐	☐	☐

HP	Ancestry Base	Class HP	CON	Total
	☐	☐	☐	☐

Perception

WIS	Prof.	Item
☐	☐	☐

Saves

Fortitude	CON	Prof.	Item
☐	☐	☐	☐
Reflex	DEX	Prof.	Item
☐	☐	☐	☐
Will	WIS	Prof.	Item
☐	☐	☐	☐

Weapon Attacks

Weapon proficiency	Unarmed	Simple	Martial	Advanced	Other
☐	☐	☐	☐	☐	☐

The prof stat for an attack depends on proficiency with the given weapon

Melee STR* + prof + bonuses/penalties
 *or optionally DEX for finesse weapons

Ranged DEX + prof + bonuses/penalties

Multi-Attack Normally: -5, -10
 Penalty (M.A.P.): Agile Weapons: -4, -8

Melee STR + bonuses/penalties

Ranged X* + bonuses/penalties
 X = 0 but for: thrown weapons: X = STR
 propulsive weapons: X = STR ÷ 2

Armor

Proficiency	Armor Category
Unarmored	☐
Light	☐
Medium	☐
Heavy	☐

10 + ☐ DEX* + ☐ Prof. + ☐ Item = AC

*limited by armor DEX Cap (Armor AC)

Class Stats

Class DC	Prof.	Item
☐	☐	☐
Spell DC	Prof.	Item
☐	☐	☐
Spell Atk. Mod.	Prof.	Item
☐	☐	☐
Innate Spell DC	Prof.	Item
☐	☐	☐
Innate Spell Atk. Mod.	Prof.	Item
☐	☐	☐