

Name _____			Level _____	Sketch _____	Hit points _____		Hero points 
Speed _____	Special movement 	XP _____			dying wounds 	temp _____ max _____	Spend 1: Reroll a check Spend All: Avoid death
Perception 	Senses & Notes _____	STR DEX CON			Conditions _____		
AC (armor class) 	Armor Traits _____	INT WIS CHA					
Fortitude 	Reflex 	Will 	Resistances _____		Immunities _____		
Class DC _____	Spell Atk. _____	Spell DC _____					
Skill Notes			Weapon  		Attack mod. w/M.A.P. _____	Damage _____	
STR	Athletics 						
DEX	Acrobatics 						
CHA	Stealth 						
	Thievery 						
	Deception 						
	Diplomacy 						
	Intimidation 						
	Performance 						
WIS	Medicine 						
INT	Nature 						
	Religion 						
	Survival 						
	Arcana 						
	Crafting 						
	Occultism 						
	Society 						
	Lore 						
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			Traits & notes				
			 				
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Ancestry & General Feats		Class Abilities	
Ancestry and Heritage Abilities, Ancestry Feat, Background Skill feat		Class feats and features	
<b>2</b> [S]		[F]	page ref
<b>3</b> [G]		[R]	page ref
<b>4</b> [S]		[F]	
<b>5</b> [A]		[R]	
<b>6</b> [S]		[F]	
<b>7</b> [G]		[R]	
<b>8</b> [S]		[F]	
<b>9</b> [A]		[R]	
<b>10</b> [S]		[F]	

[S] Skill Feat [G] General Feat [A] Ancestry Feat

[F] Class Feat [R] Class Feature

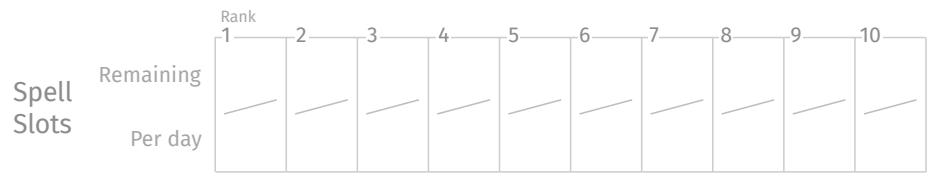
Gain 4 attribute boosts

### Actions, Reactions & Activities

Name	Traits	page ref	Name	Traits	page ref

## Spellcasting Tradition-

Rank	Spell Atk.	Spell DC
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## Cantrips

# Prepared.

(Automatically heighten  
to spell rank)

### prep Spell Name & Actions

page ref

## Focus Spells

focus points

(Automatically heighten  
to spell rank)

## Spell Name & Actions

page ref

## Innate Spells

Attack DC

### Spell Name, Actions, Frequency

page ref

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Ancestry & General Feats (continued)		Class Abilities	
11 [G]		[R]	page ref
12 [S]		[F]	page ref
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)	<input type="radio"/>					
Background (2)	<input type="radio"/>					
Class (1)	<input type="radio"/>					
Free Choice (4)	<input type="radio"/>					
Level 5 (4)	<input type="radio"/>					
Level 10 (4)	<input type="radio"/>					
Level 15 (4)	<input type="radio"/>					
Level 20 (4)	<input type="radio"/>					

STR DEX CON WIS INT CHA

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

- 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 TEML 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.

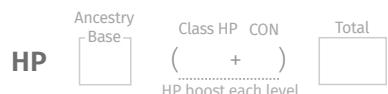
- Purchase other items (inventory is on page 2). Record whatever meager coin you have left.

- 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

Untrained		.....	0
Trained		Level	
Expert		+ 2 =	<input type="text"/>
Master		+ 4 =	<input type="text"/>
Legendary		+ 6 =	<input type="text"/>
		+ 8 =	<input type="text"/>



## Perception



## Saves

Fortitude		CON Prof. Item: $(\text{CON} + \text{Prof.} + \text{Item})$	
Reflex		DEX Prof. Item: $(\text{DEX} + \text{Prof.} + \text{Item})$	
Will		WIS Prof. Item: $(\text{WIS} + \text{Prof.} + \text{Item})$	

## Weapon Attacks

Unarmed		The prof stat for an attack depends on proficiency with the given weapon
Simple		
Martial		
Advanced		
Other		

Attack Rolls (d20 + ...) \*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		Armor
Medium		
Heavy		
DEX* Prof. Item	$10 + \text{Prof.} + \text{Item}$	AC

\*limited by armor DEX Cap

## Class Stats

Class DC		Prof. Item: $(\text{Prof.} + \text{Item})$	
Spell DC		Prof. Item: $(\text{Prof.} + \text{Item})$	

Spell Atk. Mod.		Prof. Item: $(\text{Prof.} + \text{Item})$	
Innate Spell DC		Prof. Item: $(\text{Prof.} + \text{Item})$	

Innate Spell Atk. Mod.		Prof. Item: $(\text{Prof.} + \text{Item})$	
Innate Spell Atk. Mod.		Prof. Item: $(\text{Prof.} + \text{Item})$	