

Name	Level	Sketch	Hit points
Speed	XP		temp max
Special movement			dying wounds
Perception	Senses & Notes	STR DEX CON	Hero points
AC (armor class)	Class DC	INT WIS CHA	Spend 1: Reroll a check Spend All: Avoid death
(+ shield)	Spell DC		
Fortitude	Resistances		Shield
Reflex	Immunities		HP max
Will			hardness $\frac{1}{2}$ BT

you can use a sticky note here to track these stats temporarily

Skill Notes		Weapon	Attack mod. w/M.A.P.	Damage
Athletics		M melee R ranged	/ /	
Acrobatics		Traits & notes		
Arcana		M R	/ /	
Crafting		Traits & notes		
Deception		M R	/ /	
Diplomacy		Traits & notes		
Intimidation		M R	/ /	
Medicine		Traits & notes		
Nature		M R	/ /	
Occultism		Traits & notes		
Performance				Critical Specializations
Religion				
Stealth				
Survival				
Society				
Thievery				
Lore				
Lore				
Lore				

Feat actions/reactions

you can use a sticky note here to track these stats temporarily

Ancestry	Size	Background	Class
Heritage and traits		Notes	Notes

Origin & Appearance Personality Languages

Deity / Philosophy	Campaign Notes
Edicts	
Anathema	

Bulk 10 light (L) items = 1 bulk
Encumbered Bulk = 5 + STR
Maximum Bulk = 10 + STR
Maximum 10 invested items

Four rounded rectangular boxes are arranged horizontally. The first box is labeled 'Platinum', the second 'Gold', the third 'Silver', and the fourth 'Copper'. Each box is empty and has a slight shadow.

Ancestry & General Feats		Class Abilities	
Ancestry and Heritage Abilities, Ancestry Feat, Background Skill feat		Class feats and features	
2 [S]		[F]	
		page ref	
3 [G]		[R]	
		page ref	
4 [S]		[F]	
		page ref	
5 [A]		[R]	
		page ref	
6 [S]		[F]	
		page ref	
7 [G]		[R]	
		page ref	
8 [S]		[F]	
		page ref	
9 [A]		[R]	
		page ref	
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	Name	Traits
			
			
			
			

Spellcasting Tradition-

The diagram consists of three vertical bars of equal height. The first bar is labeled "Rank" at its top. The second bar is labeled "Spell Atk." at its top. The third bar is labeled "Spell DC" at its top. All three bars are positioned side-by-side within a rectangular frame.

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

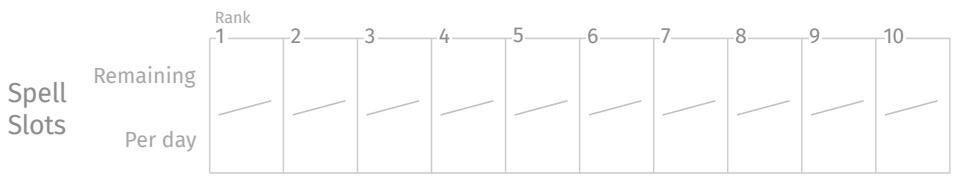
page ref

Innate Spells

Attack DC

Spell Name, Actions, Frequency

page ref



rep Spell Rank, Name & Actions

page ref prep Spell Rank, Name & Actions

page ref

page ref

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)	○	○	○	○	○	○
Background (2)	○	○	○	○	○	○
Class (1)	○	○	○	○	○	○
Free Choice (4)	○	○	○	○	○	○
Level 5 (4)	○	○	○	○	○	○
Level 10 (4)	○	○	○	○	○	○
Level 15 (4)	○	○	○	○	○	○
Level 20 (4)	○	○	○	○	○	○
	□	□	□	□	□	□
	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	TEM	0
Trained	TEM	+ 2 =	□
Expert	TEM	+ 4 =	□
Master	TEM	+ 6 =	□
Legendary	TEM	+ 8 =	□

HP	Ancestry Base	Class HP	CON	Total
	(+)	HP boost each level

Perception

TEM	WIS	Prof.	Item
	+	+	0 =

Saves

Fortitude	CON	Prof.	Item
	+	+	0 =
Reflex	DEX	Prof.	Item
	+	+	0 =
Will	WIS	Prof.	Item
	+	+	0 =

Weapon Attacks

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

Attack Rolls (d20 + ...)	Melee	STR* + prof + bonuses/penalties
	Ranged	*or optionally DEX for finesse weapons
	Multi-Attack	Normally: -5, -10
		Penalty (M.A.P.): Agile Weapons: -4, -8
	Melee	STR + bonuses/penalties
	Ranged	X* + bonuses/penalties
	Damage Rolls (Weapon Die + ...)	X = 0 but for: thrown weapons: X = STR propulsive weapons: X = STR ÷ 2

Armor

Proficiency	Armor Category
Unarmored	TEM
Light	TEM
Medium	TEM
Heavy	TEM
	Armor
	DEX* - Prof.
	Item
	10 + + + =
	AC
	*limited by armor DEX Cap
	(Armor AC)

Class Stats

Class DC	Prof.	Item
	10 + + + 0 =	□
Spell DC	Prof.	Item
	10 + + + 0 =	□
Spell Atk. Mod.	Prof.	Item
	+	0 =
Innate Spell DC	Prof.	Item
	10 + + + 0 =	□
Innate Spell Atk. Mod.	Prof.	Item
	+	0 =

..... key attribute for your class
 CHA, unless otherwise noted