

– Ancestry – – – – – – – – – – – – – – – – – – –	–Size⊸	- Background	-Class							
Heritage and traits		Notes	Notes							
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Origin & Appearance		Personality	Languages							
Deity / Philosophy		Campaign Notes								
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Anathema										
Inventory - Packed	—bulk—	Inventory - Worn/At hand——bulk—	Inventory - Stowed——bulk—							
		-Inventory - Consumablebulk-								
_Inventory - Gems, Art—value	_bulk_									
			Bulk  10 light (L) items = 1 bulk  Encumbered Bulk = 5 + STR  Maximum Bulk = 10 + STR  Maximum 10 invested items							
			Platinum Gold Silver Copper							

	— Ancestry & General Feats ————————————————————————————————————	Class Abilities —
	Ancestry and Heritage Abilities, Ancestry Feat, Background Skill feat	Class feats and features
2	2 [S]	[F] page ref
3	<b>3</b> [G]	[R]
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6	<b>5</b> [S]	[F]
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8	<b>3</b> [S]	[F]
9	[A]	[R]
10	[S]	[F]
	[S] Skill Feat [G] General Feat [A] Ancestry Feat Gain 4 attribute boosts	[F] Class Feat [R] Class Feature
	Actions, Reac	tions & Activities
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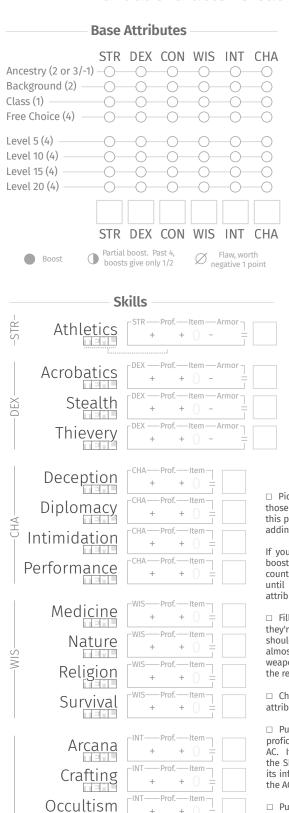
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11	— Ancestry & General Feats (continued) ————————————————————————————————————	Class Abilities ————————————————————————————————————
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12	[S]	[F]
13	[A]	[R]
14	[S]	[F]
15	[G]	[R]
16	[S]	[F]
17	[A]	[R]
18	[S]	[F]
	[G]	[R]
20	[S]	[F]
	[S] Skill Feat [G] General Feat [A] Ancestry Feat Gain 4 attribute boosts	[F] Class Feat [R] Class Feature

## More Actions, Reactions & Activities

Name	Traits —	page ref _ Name —	Traits	page ref
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### **Manual Character Creation Helper**



-INT----Prof.---Item

-INT-----Prof.----Item-

-INT-----Prof.---Item

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INT----Prof.---Item-

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- $\hfill\Box$  Decide on character concept (record details later on page 2.
- ☐ 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 Attr for your class here: 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)
- $\hfill \square$  Your Base Attribute boosts and flaws
- $\Box$  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)

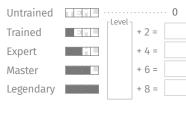
#### From your Class, record:

- ☐ Base Attribute boost to your key attr.
- ☐ Your class HP
- ☐ Perception & saving throw proficiency
- ☐ Skill proficiency
- □ Weapon proficiency
- ☐ Armor proficiency
- Spell attack & Spell DC proficiency (if applicable)
- □ Class DC proficiency
- ☐ Class feats and features (page 3)
- ☐ Pick your 4 free attribute boosts aside from those from your ABC. (Remember your Key attr!) 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).

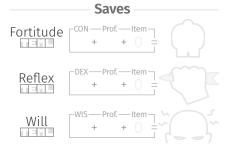
- ☐ Fill out your base attribute values anywhere they're referenced on this page. At this point you should have enough information to calculate almost everything except your Armor Class (AC) and weapon attacks. Copy the numbers you get onto the rest of the sheet, mostly page 1.
- $\hfill \Box$  Choose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

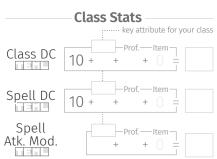
#### **Proficiency Bonuses**



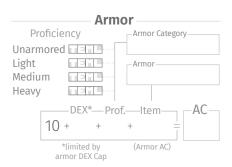


# Perception WIS—Prof.—Item





Class DC and Spell DC look the same but they are separate because they change differently as you level up



Weapon Attacks						
W 4	cupon Att	ACINO				
	Unarmed					
Weapon	Simple					
proficiency	Martial					
proficiency	Advanced					
	Other					

The prof stat depends on proficiency with the given weapon

Melee STR + prof + other bonuses/penalties (STR may be replaced with DEX for finesse weapons)

Ranged DEX + prof + other bonuses/penalties

Multi-attack penalty (M.A.P.) is -5 & -10 for attacks beyond the first (but only -4 & -8 for agile weapons)