

Name

Level

Sketch

Speed

Special movement

XP

Perception

Senses & Notes

STR

DEX

CON

INT

WIS

CHA

AC (armor class)

Armor Traits

Fortitude

Reflex

Will

Class DC

Spell Atk.

Spell DC

Resistances

Immunities

Hit points

Hero
points

Spend 1: Reroll a check
Spend All: Avoid death

dying wounds

temp

max

Conditions

Shield

HP

hardness

max

HP

BT

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

Athletics

Acrobatics

Arcana

Crafting

Deception

Diplomacy

Intimidation

Medicine

Nature

Occultism

Performance

Religion

Stealth

Survival

Society

Thievery

Lore

Lore

Lore

Skill Notes

Weapon

Attack
mod. w/M.A.P.

Damage

Traits & notes

Traits & notes

Traits & notes

Traits & notes

Traits & notes

Critical Specializations

Feat actions/reactions



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

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

[illegible]

Innate Spells

Spell Name, Actions, Frequency page ref

Spell Slots	Remaining	Per day
1st	4	4
2nd	3	3
3rd	2	2
4th	1	1
5th	0	0
6th	0	0
7th	0	0
8th	0	0
9th	0	0

Remaining

Per day

Country	Rank
United States	1
China	2
Germany	3
France	4
United Kingdom	5
Italy	6
Spain	7
Japan	8
South Korea	9
India	10

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 (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 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 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)
- ☐ 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 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.

☐ 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	Trained	Expert	Master	Legendary
☐	☐	☐	☐	☐

Ancestry Class
 Base HP CON Level
 + (+) × 1 =

Perception

WIS Prof. Item
 + + 0 =

Saves

Fortitude CON Prof. Item
 + + 0 =

Reflex DEX Prof. Item
 + + 0 =

Will WIS Prof. Item
 + + 0 =

Class Stats

Class DC 10 + Prof. Item
 + + 0 =

Spell DC 10 + Prof. Item
 + + 0 =

Spell Atk. Mod. Prof. Item
 + + 0 =

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

Armor

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

Weapon Attacks

Weapon proficiency Unarmed Simple Martial 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)