

	_Size_	Background ————————————————————————————————————	-Class			
Ancestry————————————————————————————————————		3				
Heritage and traits		Notes	Notes			
Origin & Appearance———		Personality	Languages			
Deity / Philosophy————		Campaign Notes				
Edia.						
Edicts						
Anathema						
Allatilellia						
Inventory - Packed	bulk	Inventory - Worn/At hand——bulk—	Inventory - Stowed bulk			
Inventory - Packed	-bulk-	Tillventory - worm/At manu——butk—	Inventory - Stowed Buck			
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable——bulk—				
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable bulk				
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable——bulk—				
Inventory - Gems, Art——value	-bulk-	Inventory - Consumable——bulk—				
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable——bulk—				
-Inventory - Gems, Art——value	bulk-	Inventory - Consumable bulk	Bulk 10 light (L) items = 1 bulk			
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable——bulk—	Encumbered Bulk = 5 + STR			
Inventory - Gems, Art——value	-bulk-	Inventory - Consumable——bulk—	Encumbered Bulk = 5 + STR Maximum Bulk = 10 + STR			
-Inventory - Gems, Art——value	-bulk-	Inventory - Consumable——bulk—	Encumbered Bulk = 5 + STR			
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable——bulk—	Encumbered Bulk = 5 + STR  Maximum Bulk = 10 + STR  Maximum 10 invested items			
-Inventory - Gems, Art—value	-bulk-	Inventory - Consumable—bulk—	Encumbered Bulk = 5 + STR  Maximum Bulk = 10 + STR  Maximum 10 invested items			
-Inventory - Gems, Artvalue	-bulk-	Inventory - Consumable——bulk—	Encumbered Bulk = 5 + STR  Maximum Bulk = 10 + STR  Maximum 10 invested items			

	— Ancestry & General Feats ————————————————————————————————————	—Class Abilities ————————————————————————————————————			
	Ancestry and Heritage Abilities, Ancestry Feat, Background Skill feat	Class feats and features			
2	[S] page ref	[F] page ref			
3	[G]	[R]			
4	• [S]	[F]			
5	[A]	[R]			
6	[S]	[F]			
7	[G]	[R]			
8	[S]	[F]			
9	[A]	[R]			
10	[S]	[F]			
١	[S] Skill Feat [G] General Feat [A] Ancestry Feat	[F] Class Feat [R] Class Feature			
		ctions & Activities			
		f Name Traits page ref			
	Name Traits page re	f Name Traits page ref			
	Name Traits page re	fNameTraitsnage ref_			
	— Name — Traits — page re	f Name — Traits — page ref			

Spellcas	sting Traditi	on-		12	34-	5	6	78	91
			Spell Remain	ing					
			Slots						-     -
Rank ——	Spell Atk.—	Spell DC —	Per	day					
			prep Spell Rank, Na	ma 9 Actions		Cnoll	Dank Nam	ie & Actions	
				ille & Actions	page ret		Kalik, Nali	ie & ACLIOTIS	p
			000 <u> </u>			- 000			
	£		000 <u> </u>						
Cantrips	# Prepared (A	: Automatically heighten	000			000 <u> </u>			
carrerips	to	o spell rank)	<u> </u>		ı	000 <u> </u>			
Spell Name	& Actions	page re	, 000 <u> </u>			000			
		1	<u>.</u>			000			
			<u> </u>			000 <u> </u>			
			000						
		1	000			000			
			000			000			
			000			000			
			000			000			
		1				000			
		ı				- <del></del>			1
					1	- 000			1
					ı	- 000			
		ı	_ 000			- 000			
									1
			_						
		ı	_			000			
			_		ı	000 <u> </u>			
			_ · · · · _ <u> </u>			000			
			· · · · · · · · · · · · · · · · · · ·			000			
ocus Sp		Automatically heighten o spell rank)	<u> </u>			000			
ocus points (	U	o speti rank)	· · · · · · · · · · · · · · · · · · ·			000			
pell Name	& Actions	page re	f 000			000			
			000			000			
		<u>'</u>				000			
		<u> </u>	000			000			
						000			1
		1							
		1				- <del>-  </del>			
					1	- 000			1
		1			I				
			- 000			- 000			
			- 000			- 000			
nnata C	nolls		000 <u> </u>		ı	- 000			
nnate S			000 <u> </u>			000			
pell Name,	Actions, Frequer	ncy page re	f 000			000 <u>—</u>			
			_ 000 		ı	000			
			000		ı	000			
			000		ı	000			
			000			000			
						000			

г	— Ancestry & General Feats (continued) ————————————————————————————————————	— Class Abilities ————————————————————————————————————
11	Ancestry & General Feats (continued) ————————————————————————————————————	[R]
	page ref	page ref
12	[S]	[F]
13	[A]	[R]
14	[S]	[F]
15	[G]	[R]
16	[S]	[F]
17	[A]	[R]
18	[S]	[F]
		[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	<b>♦</b>	Traits	— page ref	Name	<b>♦</b> >>>	Traits	— page ref
	A						
	<b>♦</b> >>> ♦>> ⊃				<b>♦</b>		
	<b>♦</b> >>>				<b>♦</b>		
	<b>♦</b>				<b>♦</b> >>		
					*******		

## **Manual Character Creation Helper**



 $\hfill\Box$  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)
- $\hfill \square$  Your Base Attribute boosts and flaws
- $\hfill\Box$  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)

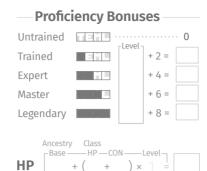
From your Class, record:

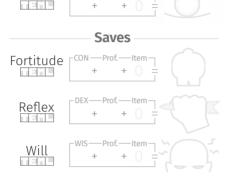
- ☐ Base Attribute boost to your key attribute
- ☐ Your class HP
- □ Perception & saving throw proficiency
- ☐ Skill proficiency
- ☐ Weapon proficiency
- ☐ Armor proficiency
- □ Spell attack & Spell DC proficiency (if applicable)
- ☐ Class DC proficiency
- ☐ Class feats and features (page 3)

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

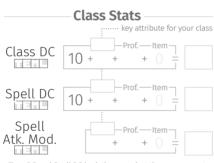
If you apply boosts past 4 (rare), each additional boost is only a half-circle (and a half point does not count toward your modifier). At level 1, and even until level 10, you should not have any base attribute scores past 4 (rounded down).

- ☐ 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.
- $\hfill\Box$  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.
- $\hfill\Box$  Purchase other items (inventory is on page 2). Record whatever meager coin you have left.
- $\hfill \square$  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.

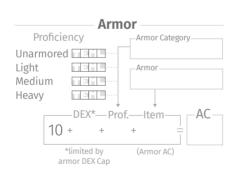




Perception



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



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)