<b>MATLI</b>	FÎNDER	CHARACTER NAMI	z <u> </u>	LEVEL XP	HERO POINTS —			
6	TER SHEET			$\langle \sum_{\mathbf{x}}$	Gain 1 at the start of each session and when granted by the GM.			
		Player Name		Spend 1 to reroll a chec Spend All to avoid deat				
ANCESTRY —		BACKGROUND —		CLASS —				
Heritage and Traits	Size	Background Notes		Class Notes				
ATTRIBUTES -								
Strength OPartial Boost	Dexterity OPartial Boost	Constitution OPartial Boost	Intelligence OPartial Boost	Wisdom OPartial Boost	Charisma OPartial Boost			
DEFENSES ——————————————————————————————————	-1.1	Fautituda   Da	A Will	HIT POINTS Current	: HP Temporary HP			
Armor Class Ship	Hardness Max HP BT HP		flex Will					
4 24	Armor Proficiencies				Dying () () () () () () ()			
	Unarmored Light Medium Heavy	Con Prof Item Dex P	rof Item   Wis Prof Item	Resistances and Immunities	5			
Base Dex* Prof Item * Use armor's Dex cap if lower	L Mr M M M	Defenses Notes		Conditions				
SKILLS —			Languages ——	PERCEPTION —	SPEED —			
Acrobatics	Dex Prof Item A	Skill Notes		T E + +	feet			
Arcana	Int Prof Item			Senses and Notes	Special Movement			
Athletics	Str Prof Item A	Name of the second seco						
Crafting [		AT ITIO	STRIKES —					
Deception [	Int Prof Item		Melee Strikes Weapon		<b>Damage</b> ○B			
Diplomacy	Cha Prof Item		Traits and Notes	Str Prof Item	OB OP OS			
			Weapon	<b>A A</b>	Damage			
Intimidation [	Cha Prof Item		Troupon	Str Prof Item	OB OP OS			
Lore	Int Prof Item		Traits and Notes					
Lore	I Int Prof Item		Weapon	<u> </u>	Damage   OB   OP   OS			
			Traits and Notes	Str Prof Item	Š Š			
Medicine 5	Wis Prof Item		Ranged Strikes		_			
Nature	Wis Prof Item		Weapon	· ·	Damage OB OP OS			
Occultism (	Int Prof Item		Traits and Notes	Dex Prof Item				
Performance	Cha Prof Item		Weapon		Damage OP OS			
Religion [			Traits and Notes	Dex Prof Item				
)=			Weapon Proficiencies Unarmed Simple Martial Advance	d Other	Critical Specializations			
Society	T Int Prof Item		T OT OT OT OT OT OT OT OT	□T □E MM				
Stealth [	Dex Prof Item A	Armor	CLASS DC —	REMINDERS —				
Survival	Wis Prof Item			Proficiency Untrained +0 Trained 2 + level	Action Icons  ◆ Single Action  ★ Two-Action Activity			
Thievery	Wis Prof Item	Armor	10 · · ·	Expert 4 + level  Master 6 + level  Legendary 8 + level	Three-Action Activity  Free Action  Reaction			

ANG	CESTRY AND GENERAL FEATS ——	CLASS ABILITIES —	Inventory —	
Level 1	Ancestry and Heritage Abilities	Class Feats and Features	Held Items	Bulk
	Ancestry Feat			
	Background Skill Feat			
2	Skill Feat	Class Feat		
3	General Feat	Class Feature	Consumables	Bulk
4	Skill Feat	Class Feat		
5	Ancestry Feat Boosts	Class Feature		
6	Skill Feat	Class Feat		
<b>▼</b>	General Feat	Class Feature		
8	Skill Feat	Class Feat	Worn Items Invested	Bulk
9	Ancestry Feat	Class Feature		
10	Skill Feat Boosts	Class Feat		
•	General Feat	Class Feature		
12	Skill Feat	Class Feat		
13	Ancestry Feat	Class Feature		
14	Skill Feat	Class Feat		
15	General Feat Boosts	Class Feature	Bulk Light Items 10 light Bulk items =	1 Bulk
16	Skill Feat	Class Feat	Encumbered Bulk 5 + Str  Maximum Bulk 10 + Str	
17	Ancestry Feat	Class Feature	WEALTH SP GP PP	
18	Skill Feat	Class Feat		
19	General Feat	Class Feature	Gems and Artwork Price	Bulk
20	Skill Feat Boosts	Class Feat		

CHARACTER S	Кетсн ———		ORIGIN AN	D APPE	ARANCE					
			Ethnicity	Nation	ality	Birthplace	Age	Gender & Pronouns	Height	Weight
			Appearance							
			PERSONAL	ІТҮ —						
			Attitude				Deity or P	hilosophy		
			Edicts				Anathema	ı		
			Likes							
			Dislikes							
			Catchphrases							
CAMPAIGN NO	OTES —									
Notes					Allies					
					Enemies					
					Organizat	ions				
ACTIONS AND	ACTIVITIES				FREE A	ACTIONS AN	D REAC	TIONS —		
Name	Actions	Traits		Page #	Name		<b>○</b> �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		<b>○</b> �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		<b>○</b> �	Traits		Page #
Effects					Trigger					
					Effects					
Name	Actions	Traits		Page #	Name		<b>○</b> \$	Traits		Page #
Effects					Trigger					
					Effects					

MAGICAL TRADITION —			SPELL SLOTS —							
Arcane Occult OP	repared Casto	er	Spells per Day		7 [~	ור	mmm		$\neg r$	~
Primal Divine OS	ontaneous (	Caster	Spell Rank 1	$\frac{1}{2}$ $\frac{1}{3}$	J	ا لـ	$\begin{bmatrix} \\ 5 \\ 6 \end{bmatrix}$	8 9	~	10
SPELL STATISTICS ——			Spells Remaining	Ē	<u>ا ا</u>	ا ٦	$\check{\Box}$	$\overline{\Box}$		
	Spell DC		Spells —							
	TE 10 + Base Ke	+	Name	Actions   F	Rank   Pre	en	Name	Actions	Rank	Prep
Key Prof	∐L Base Ke	ey Prof		7.00.01.0	tariit i re		- Name	7 10110110		
CANTRIPS —										
Cantrips per Day	Cantrip Rank ur level rounded up									
Name		ns Prep								
FOCUS SPELLS										
Focus Points O Focu	s Spell Rank ur level rounded up									
<b>Focus Pool</b> Equals the number of focus spells yo <b>Refocus</b> Spend 10 minutes to regain 1 Focus Poil	u have (maximur nt.	m 3).								
Name		Actions								
Innate Spells ———										
Name	Actions	Freq								
			RITUALS Name	[	Rank   Co:	st	Name		Rank	Cnst
				'	ain 00.				Rain	5031