



**ANCESTRY AND GENERAL FEATS — CLASS ABILITIES**

**INVENTORY**


Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
	General Feat	Class Feature
3	Skill Feat	Class Feat
	Ancestry Feat	Boosts Class Feature
4	Skill Feat	Class Feat
	General Feat	Class Feature
5	Skill Feat	Class Feat
	General Feat	Class Feature
6	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
7	Skill Feat	Class Feat
	General Feat	Class Feature
8	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
9	Skill Feat	Boosts Class Feat
	General Feat	Class Feature
10	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
11	Skill Feat	Class Feat
	General Feat	Class Feature
12	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
13	Skill Feat	Class Feat
	General Feat	Boosts Class Feature
14	Skill Feat	Class Feat
	General Feat	Class Feature
15	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
16	Skill Feat	Class Feat
	General Feat	Class Feature
17	Skill Feat	Class Feat
	General Feat	Class Feature
18	Skill Feat	Class Feat
	General Feat	Class Feature
19	Skill Feat	Class Feat
	General Feat	Class Feature
20	Skill Feat	Boosts Class Feat

Held Items	Bulk
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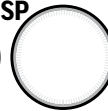


Consumables	Bulk
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Worn Items	Invested	Bulk
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**BULK**

 **Light Items** 10 light Bulk items = 1 Bulk  
**Encumbered Bulk** 5 + Str  
**Maximum Bulk** 10 + Str  
**Maximum Invested** 10

**WEALTH**

CP  SP  GP  PP 

Gems and Artwork	Price	Bulk
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**CHARACTER SKETCH**

Large empty box for character sketch.

**ORIGIN AND APPEARANCE**

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
Appearance						

**PERSONALITY**

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

**CAMPAIGN NOTES**

Notes	Allies
	Enemies
	Organizations

**ACTIONS AND ACTIVITIES**

Name	Actions	Traits	Page #
Effects			
Name	Actions	Traits	Page #
Effects			
Name	Actions	Traits	Page #
Effects			
Name	Actions	Traits	Page #
Effects			

**FREE ACTIONS AND REACTIONS**

Name	<input type="radio"/> <input type="radio"/>	Traits	Page #
Trigger			
Effects			
Name	<input type="radio"/> <input type="radio"/>	Traits	Page #
Trigger			
Effects			
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Trigger			
Effects			
Name	<input type="radio"/> <input type="radio"/>	Traits	Page #
Trigger			
Effects			


**MAGICAL TRADITION**

Arcane  Occult  
 Primal  Divine

Prepared Caster  
 Spontaneous Caster

**SPELL STATISTICS**


**Spell Attack**

  +   
 T E M L Key Prof

**Spell DC**

 **10** +   
 T E M L Base Key Prof

**CANTRIPS**

Cantrips per Day 

Cantrip Rank   
1/2 your level rounded up

Name	Actions	Prep

**FOCUS SPELLS**

Focus Points    Focus Spell Rank   
1/2 your level rounded up

**Focus Pool** Equals the number of focus spells you have (maximum 3).  
**Refocus** Spend 10 minutes to regain 1 Focus Point.

Name	Actions

**INNATE SPELLS**

Name	Actions	Freq

**SPELL SLOTS**

Spells per Day          

Spell Rank **1** **2** **3** **4** **5** **6** **7** **8** **9** **10**

Spells Remaining

**SPELLS**

Name	Actions	Rank	Prep

Name	Actions	Rank	Prep

**RITUALS**

Name	Rank	Cost

Name	Rank	Cost