

Character Name

PLAYER NAME

NIGHTFELL

Level

XP

HERO POINTS

Gain 1 at the start of each session and when granted by the NM

Spend 1 to reroll a check

Spend 3 to avoid death

Ancestry

HERITAGE AND TRAITS

SIZE

Background

BACKGROUND NOTES

Class

CLASS NOTES

Attributes

STRENGTH

Partial Boost

DEXTERITY

Partial Boost

CONSTITUTION

Partial Boost

INTELLIGENCE

Partial Boost

WISDOM

Partial Boost

CHARISMA

Partial Boost

Armor Class Shield

ARMOR

SHIELD

HARDNESS

MAX HP / BT

HP

Armor Proficiencies

Unarmored

Light

Medium

Heavy

10

Base + Dex + Prof + Item

Use armor's Dex cap if lower

Fortitude

TEM L

Con + Prof + Item

Reflex

TEM L

Dex + Prof + Item

Will

TEM L

Wis + Prof + Item

DEFENCE NOTES

Hit Points

Max HP

Current HP

Temporary HP

Wounded

Resistance & Immunities

Conditions

Dying

Soul Points

Max SP

Current SP

Skills

ACROBATICS

TEM L

Dex + Prof + Item + Armor

ARCANA

TEM L

Int + Prof + Item

ATHLETICS

TEM L

Str + Prof + Item + Armor

CRAFTING

TEM L

Int + Prof + Item

DECEPTION

TEM L

Cha + Prof + Item

DIPLOMACY

TEM L

Cha + Prof + Item

INTIMIDATION

TEM L

Cha + Prof + Item

LORE

TEM L

Int + Prof + Item

LORE

TEM L

Int + Prof + Item

MEDICINE

TEM L

Wis + Prof + Item

NATURE

TEM L

Wis + Prof + Item

OCCULTISM

TEM L

Int + Prof + Item

PERFORMANCE

TEM L

Cha + Prof + Item

RELIGION

TEM L

Wis + Prof + Item

SOCIETY

TEM L

Int + Prof + Item

STEALTH

TEM L

Dex + Prof + Item + Armor

SURVIVAL

TEM L

Wis + Prof + Item

THIEVERY

TEM L

Dex + Prof + Item + Armor

Languages

Perception

TEM L

Wis + Prof + Item

SENSES AND NOTES

Speed

Feet

SPECIAL MOVEMENT

Melee weapon

Grim Weapon

Traits and Notes

Str + Prof + Item

Damage

Grim Threshold

Melee weapon

Grim Weapon

Traits and Notes

Str + Prof + Item

Damage

Grim Threshold

Ranged weapon

Grim Weapon

Traits and Notes

Dex + Prof + Item

Damage

Grim Threshold

Ranged weapon

Grim Weapon

Traits and Notes

Dex + Prof + Item

Damage

Grim Threshold

Weapon Proficiencies

Unarmored

Simple

Martial

Advanced

Other

Class DC

10

Base + Key + Prof + Item

Proficiency

Untrained +0

Trained 2+level

Expert 4+level

Master 6+level

Legendary 8+level

REMINERS

Action Icons

Single Action

Two Action Activity

Three Action Activity

Free Action

Reaction

Character Name

PLAYER NAME

NIGHTFELL

Campaign Name

Ancestry and General Feats

ANCESTRY AND HERITAGE ABILITIES

CLASS FEATS AND FEATURES

LVL
1

ANCESTRY FEAT

BACKGROUND SKILL FEAT

LVL
2

SKILL FEAT

CLASS FEAT

LVL
3

GENERAL FEAT

CLASS FEATURE

LVL
4

SKILL FEAT

CLASS FEAT

LVL
5

ANCESTRY FEAT

BOOSTS

CLASS FEATURE

LVL
6

SKILL FEAT

CLASS FEAT

LVL
7

GENERAL FEAT

CLASS FEATURE

LVL
8

SKILL FEAT

CLASS FEAT

LVL
9

ANCESTRY FEAT

CLASS FEATURE

LVL
10

SKILL FEAT

BOOSTS

CLASS FEAT

LVL
11

GENERAL FEAT

CLASS FEATURE

LVL
12

SKILL FEAT

CLASS FEAT

LVL
13

ANCESTRY FEAT

CLASS FEATURE

LVL
14

SKILL FEAT

CLASS FEAT

LVL
15

GENERAL FEAT

BOOSTS

CLASS FEATURE

LVL
16

SKILL FEAT

CLASS FEAT

LVL
17

ANCESTRY FEAT

CLASS FEATURE

LVL
18

SKILL FEAT

CLASS FEAT

LVL
19

GENERAL FEAT

CLASS FEATURE

LVL
20

SKILL FEAT

BOOSTS

CLASS FEAT

Inventory

HELD ITEMS

BULK

CONSUMABLES

BULK

WORN ITEMS





INVESTED

BULK

Bulk

ACTUAL BULK	ENCUMB. BULK	Light Items 10 light Bulk items = 1 Bulk Encumbered Bulk 5 + Str Maximum Bulk 10 + Str Maximum Invested 10
	MAXIMUM BULK	

Wealth

			
CP	SP	GP	PP

GEMS AND ARTWORKS	PRICE	BULK

Character Name

PLAYER NAME



Birthmoon

Origin and Appearance

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER AND PRONOUNS	HEIGHT	WEIGHT
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APPEARANCE

Character Sketch

Personality

ATTITUDE	DEITY OR PHILOSOPHY
EDICTS	ANATHEMA

Campaign Notes

Likes

Disikes

Catchphrases

Actions and Activities

Name	Actions	Traits
Effects		
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Free Actions and Reactions

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