

Character Name

NIGHTFELL

Level

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

PLAYER NAME

XP

Ancestry

Background

Class

HERITAGE AND TRAITS

SIZE

BACKGROUND NOTES

CLASS NOTES

Attributes

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Partial Boost

Partial Boost

Partial Boost

Partial Boost

Partial Boost

Partial Boost

Armor Class Shield

ARMOR SHIELD HARDNESS MAX HP / BT HP

Armor Proficiencies

Unarmored	Light	Medium	Heavy
T E M L	T E M L	T E M L	T E M L

10
Base + Dex + Prof + Item
Use armor's Dex cap if lower

Fortitude

Reflex

Will

T E M L	T E M L	T E M L
Con + Prof + Item	Dex + Prof + Item	Wis + Prof + Item

DEFENCE NOTES

Hit Points

Max HP Current HP

Temporary HP Dying

Wounded

Resistance & Immunities

Conditions

Max SP Current SP

Skills

ACROBATICS	T E M L	Dex + Prof + Item + Armor
ARCANA	T E M L	Int + Prof + Item
ATHLETICS	T E M L	Str + Prof + Item + Armor
CRAFTING	T E M L	Int + Prof + Item
DECEPTION	T E M L	Cha + Prof + Item
DIPLOMACY	T E M L	Cha + Prof + Item
INTIMIDATION	T E M L	Cha + Prof + Item
..... LORE	T E M L	Int + Prof + Item
..... LORE	T E M L	Int + Prof + Item
MEDICINE	T E M L	Wis + Prof + Item
NATURE	T E M L	Wis + Prof + Item
OCCULTISM	T E M L	Int + Prof + Item
PERFORMANCE	T E M L	Cha + Prof + Item
RELIGION	T E M L	Wis + Prof + Item
SOCIETY	T E M L	Int + Prof + Item
STEALTH	T E M L	Dex + Prof + Item + Armor
SURVIVAL	T E M L	Wis + Prof + Item
THIEVERY	T E M L	Dex + Prof + Item + Armor

Languages

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Perception

T E M L

Wis + Prof + Item

SENSES AND NOTES

Speed

Feet

SPECIAL MOVEMENT

Strikes

Melee weapon

Grim Weapon Traits and Notes Damage Grim Threshold

Melee weapon

Grim Weapon Traits and Notes Damage Grim Threshold

Ranged weapon

Grim Weapon Traits and Notes Damage Grim Threshold

Ranged weapon

Grim Weapon Traits and Notes Damage Grim Threshold

Weapon Proficiencies

Unarmored	Simple	Martial	Advanced	Other
T E M L	T E M L	T E M L	T E M L	T E M L

Critical Specializations

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Class DC

10
Base + Key + Prof + Item

Proficiency

Untrained +0

Trained 2+level

Expert 4+level

Master 6+level

Legendary 8+level

REMINDEES

Action Icons

Single Action

Two Action Activity

Three Action Activity

Free Action

Reaction

Character Name

PLAYER NAME

NIGHTFELL

Birthmoon



Origin and Appearance

ETHNICITY

NATIONALITY

BIRTHPLACE

AGE

GENDER AND PRONOUNS

HEIGHT

WEIGHT

APPEARANCE

Character Sketch

Personality

ATTITUDE

DEITY OR PHILOSOPHY

EDICTS

ANATHEMA

Campaign Notes

Likes

Disikes

Catchphrases

Actions and Activities

Name Actions Traits

Effects

Page #

Free Actions and Reactions

Name   Traits

Trigger

Effects

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