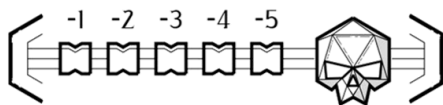




HELP
DIE

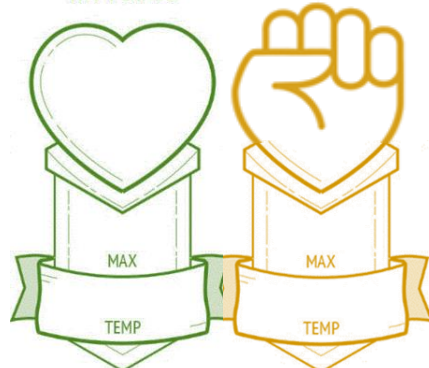


EXHAUSTION

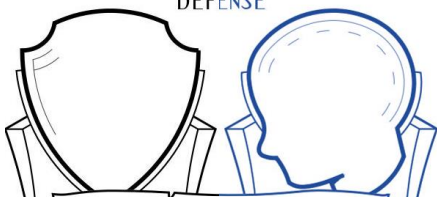
DEATH THRESHOLD = 0 HP - Prime

HIT POINTS

GRIT POINTS



PHYSICAL DEFENSE MYSTICAL



RESISTANCE AND VULNERABILITY

PHYSICAL

MYSTICAL

ELEMENTAL

- | | | |
|------------------------------------|----------------------------------|------------------------------------|
| ☐ PIERCING | ☐ PSYCHIC | ☐ FIRE |
| ☐ SLASHING | ☐ RADIANT | ☐ COLD |
| ☐ BLUNT | ☐ SONIC | ☐ LIGHTNING |
| ☐ CORROSION | ☐ UMBRAL | ☐ POISON |

PLAYER NAME

CHARACTER NAME



CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2

CONDITIONS

- | | | | |
|--------------------------|----------|--|--------------------------|
| ☐ | DOOMED | | ☐ |
| ☐ | SLOWED | | ☐ |
| ☐ | EXPOSED | | ☐ |
| ☐ | HINDERED | | ☐ |
| ☐ | IMPAIRED | | ☐ |
| ☐ | DAZED | | ☐ |

NOVICE ADEPT EXPERT MASTER GRANDM.
2 4 6 8 10 SKILLS

SAVES CM

PRIME

= Highest Attribute

SAVE DC

AWARENESS
MARTIAL
SPELL

Search

MIGHT

THROW =

TRADES

- | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

ATHLETICS Grapple/Shove

INTIMIDATION Threaten

AGILITY

JUMP =

- | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

ACROBATICS Dodge

TRICKERY Feint

STEALTH Hide

Language Checks = d20 + INT or CHA + (CM)

CHA

CHARISMA

- | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

ANIMAL Command/Calm

INFLUENCE Taunt

INSIGHT Anticipate

INT

INTELLIGENCE

- | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |

INVESTIGATION Analyze

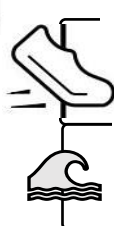
MEDICINE Tend

SURVIVAL Resist

KNOWLEDGE

- | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
- ARCANA
HISTORY
NATURE
OCCULTISM
RELIGION

1 Skill Point =
2 Knowledge
Materies



MOVE

SWIM



CLIMB

FLY

SPEEDS

MISC POINTS

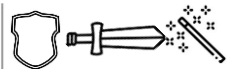
/MAX

REST

/()

/()

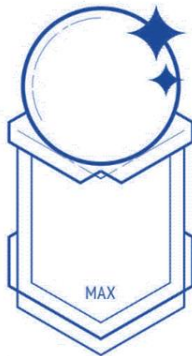
MANEUVERS &
SPELLS



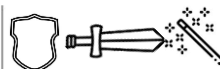
STAMINA POINTS



MANA POINTS



MANEUVERS &
SPELLS





A cross-sectional diagram of a roof assembly. It shows a sloped roof structure with a waterproofing layer. A drainage channel is formed by a raised curb on the right side, with a sloped surface leading down to it. The channel is designed to collect and drain water away from the roof edge.



A



1

[illegible][illegible]

1

11

BAC

BAC

BACKGROUND

