The Name

Level:

XP: ❑ (Next level at __+current level)

Name: _____

Race: *Name, Name, Name, Name, Name, Name, Name, Name, Name*
Race: *Name, Name, Name, Name, Name, Name, Name, Name, Name*
Race: *Name, Name, Name, Name, Name, Name, Name, Name, Name*
Race: *Name, Name, Name, Name, Name, Name, Name, Name, Name*

Alignment

❑ Alignment
Alignment condition

❑ Alignment
Alignment condition

❑ Alignment
Alignment condition

❑

_____

_____

Starting Moves

Move w/bulletpoints
When you **condition text,** you move text move text move text

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Gear

You start with:
Item (# uses, # weight), Uses left: ❑ ❑ ❑ ❑ ❑
Armor (# armor, worn, # weight)
Item (# uses, # weight), Uses left: ❑ ❑ ❑ ❑ ❑
Coins
Choose [number]:
❑ **Weapon** (range, # weight), & **Weapon** (range, # weight)
❑ **Weapon** (range, tag, # weight)
❑ # **Weapon** (range, range, # weight)
❑ **Weapon** (range, # weight)
& **Ammo** (# ammo, # weight), Ammo left: ❑ ❑ ❑
❑ **Item** (# uses, # weight), Uses left: ❑ ❑ ❑ ❑ ❑
❑ **Item** (# weight): *extended description*

Coin: ___ **Load: ___ / ___**
(100 coin = 1 weight) (Your Load is #+STR)

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ _____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Advanced Moves (Level 2+)

❑ Move
When you **condition text,** you move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text

❑ Move
When you **condition text,** you move text move text move text

❑ Move
When you **condition text,** you move text move text move text move text move text move text move text move text

❑ Move
When you **condition text,** you move text move text move text move text move text move text move text move text move text move text move text move

❑ Move w/bulletpoints
When you condition text, you move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text

- Option
- Option
- Option

❑ Move
When you condition text, you move text move text move text move text move text move text move text move text move text move text move text move text move text move

❑ Move
When you condition text, you move text move text move text move text move text move text move text move text move text move text move text move text move text move

❑ Move
When you condition text, you move text move text

❑ Move
When you condition text, you move text move text move text move text move text move text move text move text

❑ Multiclass Move
Get one move from another class. Treat your level as one lower for choosing the move.

Advanced Moves (Level 6+)

❑ Move w/bulletpoints that requires
Requires: Move
When you **condition text,** you move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text

- Option
- Option

❑ Move that replaces
Replaces: Move
When you **condition text,** you move text move text move text move text move text move text move text move text

❑ Move
When you **condition text,** you move text move text move text move text move text move text move text move text move text move text move text move text move

❑ Move
When you **condition text,** you move text move text move text move text move text

❑ Move
When you **condition text,** you move text move text move text move text move text move text move text move text

❑ Move
When you **condition text,** you move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text move text

[Class] Spells

Cantrips/Rotes

You prepare all of your cantrips/rotes every time you Prepare Spells without having to select them or count them toward your allotment of spells.

❏ Spell
Cantrip/Rote - Known: ❏
Spell text spell text spell text

[Class] Spells

5th Level Spells

❏ Spell
5th Level - [type, if any] - Ongoing - Known: ❏ Spell text spell text spell text