

*Balnadu Dasom*

Character Name

*Neutral Community*

Alignment

Experience	Trait Points
1642	164

Armor Class	Max HP
33	160

Charm Score	Hit Die
0	d8

Speed
30 feet

Languages
Common, Ingarin

*NPC*

Player Name

*Strangers of the Road*

Campaign

Proficiency
+16

Current HP
160

Initiative
+5

Passive Perception
30

Appearance

Age:

Height:

Weight:

Hair:

Skin:

Eyes:

Size:

Other:

Credits for this digital character sheet go to a player and friend!



Relationships

Proficiency	
+16	

Strength	
14	+2

Dexterity	
20	+5

Constitution	
14	+2

Intelligence	
10	+0

Wisdom	
18	+4

Charisma	

Saving Throws	Insight Bonus	Notes
■ +18 Fortitude	[1]	[2]
■ +21 Reflex	[3]	[4]
■ +20 Will	1d4 against fear [5]	[6]

Skills	Insight Bonus	Notes
■ +20 Acrobatics (Dex)	[7]	[8]
□ +0 Arcana (Int) - Fantasy	[9]	[10]
□ +1 Athletics (Str)	[11]	[12]
□ +0 Crafting (Int)	[13]	[14]
□ +0 Deception (Cha)	1d6 Humanoid [15]	[16]
□ +0 Diplomacy (Cha)	[17]	[18]
□ +0 Dungeoneering (Int)	[19]	[20]
□ +0 Engineering (Int) - Ste		
■ +16 History (Int)	[21]	[22]
■ +20 Insight (Wis)	1d6 Humanoid [23]	[24]
□ +0 Intimidation (Cha)	[25]	[26]
□ +0 Lore (Int)	1d6 Humanoid [27]	[28]
□ +4 Medicine (Wis)	[29]	[30]
□ +0 Nature (Int)	2d6 Urban; 1d6 Forest; 1d6 Humanoid [31]	[32]
■ +20 Perception (Wis)	2d6 Urban; 1d6 Forest; 3d4 Tracking; 1d6 Humanoid [33]	[34]
□ +0 Perform (Cha)	[35]	[36]
□ +4 Profession (Wis)	[37]	[38]
■ +16 Religion (Int)	3d4 Recall Info [39]	[40]
□ +0 Society (Int)	[41]	[42]
□ +4 Stealth (Dex)	2d6 Urban; 1d6 Forest [43]	[44]

10

+0

■ +20 Survival (Wis)

2d6 Urban;  
1d6 Forest;  
3d4 Tracking;  
1d6  
Humanoid  
[45]

Normal Speed without  
disadvantage; single  
disadvantage at twice Speed [46]

□ +4 Thievery (Dex)

[47]

[48]



Money [135]		Armor	Headband	Head	Eyes	Neck
Starting Silver	2200	Studded Leather				
Spent Silver	2196					
Current Silver	4	Shield	Shoulders	Chest	Belt	Feet
Remaining Carrying Capacity	Notes	Body	Hands	Wrists	Ring 1	Ring 2
9						

Armor									
Proficient	Item	Bonus	Weight	Cost [136]	Dex Cap	Speed Cap	Check Penalty	Tags	Equipped?
■	Studded Leather Armor [137]	2	1	30	5		1	[138]	<input checked="" type="checkbox"/>
□	[139]							[140]	<input type="checkbox"/>
□	[141]							[142]	<input type="checkbox"/>
□	[143]							[144]	<input type="checkbox"/>
□	[145]							[146]	<input type="checkbox"/>
□	[147]							[148]	<input type="checkbox"/>
□	[149]							[150]	<input type="checkbox"/>

Bonus Increases	Penalty Decrease	Dex Cap Decrease	Speed Cap Decrease	Natural Armor Bonus	Deflection Bonus	Other Armor Bonus

Equipment				
Quantity	Item	Weight	Cost [151]	
1	Comprehension Elixir; Greater [154]	L	40	
1	Liquid Ice; Greater [157]	L	50	
1	Restorative Ointment; Minor [160]	-	1200	
3	Arrows (10 shafts) [163]	L	3	
	[166]			
	[169]			
	[172]			
	[175]			
	[178]			
	[181]			
	[184]			
	[187]			
	[190]			
	[193]			
	[194]			
	[195]			
	[197]			
	[199]			
	[201]			
	[203]			
	[205]			
	[207]			
	[209]			
	[211]			
	[213]			
	[215]			
	[217]			
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	[221]			
	[223]			
	[225]			
	[227]			
	[229]			
	[231]			
	[233]			
	[235]			
	[237]			
	[239]			
	[241]			
	[243]			
	[245]			
	[247]			
	[249]			
	[251]			
	[253]			
	[255]			

Weapons					
Item	Hand [152]	Weight	Cost [153]	Tags	
Composite Recurve Bow [155]	1H/2H	2	45	Deadly d10, Propulsive [156]	
Longsword w/ +1 Rune [158]	2H	2	820	Versatile P [159]	
Dagger [161]	1H	L	2	Agile, Finesse, Thrown 20 ft, Versatile S [162]	
				[165]	
				[168]	
				[171]	
				[174]	
				[177]	
				[180]	
				[183]	
				[186]	
				[189]	
				[192]	

Services		
Quantity	Service	Cost [196]
6	River Crossing [198]	6
	[200]	
	[202]	
	[204]	
	[206]	
	[208]	
	[210]	
	[212]	
	[214]	
	[216]	
	[218]	
	[220]	
	[222]	
	[224]	
	[226]	
	[228]	
	[230]	
	[232]	
	[234]	
	[236]	
	[238]	
	[240]	
	[242]	
	[244]	
	[246]	
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	[250]	
	[252]	
	[254]	
	[256]	

	[257]				[258]		
	[259]				[260]		
	[261]				[262]		
	[263]				[264]		
	[265]				[266]		
	[267]				[268]		
	[269]				[270]		
	[271]				[272]		
	[273]				[274]		
	[275]				[276]		
	[277]				[278]		
	[279]				[280]		
	[281]				[282]		
	[283]				[284]		
	[285]				[286]		
	[287]				[288]		
	[289]				[290]		
	[291]				[292]		
	[293]				[294]		
	[295]				[296]		
	[297]				[298]		
	[299]				[300]		
	[301]				[302]		
	[303]				[304]		
	[305]				[306]		
	[307]				[308]		
	[309]				[310]		
	[311]				[312]		
	[313]				[314]		

**Total Heritage Points**

0

**Unspent Heritage Points**

0

**Aspects**

Name	Cost
[325]	
[328]	
[331]	
[334]	
[336]	
[337]	
[339]	
[341]	
[343]	
[345]	
[347]	
[349]	
[351]	
[353]	
[355]	

**Total Trait Points**

164

**Unspent Trait Points**

7

**Traits**

Name	Cost
Ability Score Boost (Con) [319]	6
Ability Score Boost (Dex) [321]	6
Ability Score Boost (Str) [323]	6
Ability Score Boost (Wis) [326]	6
Accurate Stance [329]	5
Armor Proficiency (Light) [332]	1
Bravery [335]	6
Cleave [338]	5
Deadly Accuracy [340]	5
Devout Knowledge (3) [342]	3
Favored Terrain (Forest) [344]	5
Favored Terrain (Urban) [346]	5
Favored Terrain (Urban) [348]	5
Lethal Accuracy [350]	5
Opportunist [352]	4
Quick Reflexes [354]	4
Saving Proficiency (Fortitude) [356]	4
Saving Proficiency (Will) [357]	4
Sharpened Accuracy [358]	5
Skill Proficiency (Acrobatics) [359]	3
Skill Proficiency (History) [360]	3
Skill Proficiency (Insight) [361]	3
Skill Proficiency (Perception) [362]	3
Skill Proficiency (Religion) [363]	3
Swift Tracker [364]	4
Track Master (3) [365]	3
Weapon Proficiency (Exotic Ranged) [366]	2
Weapon Proficiency (Martial Melee) [367]	2
Weapon Proficiency (Martial Ranged) [368]	1
Weapon Proficiency (Simple Ranged) [369]	1
Weapon Training (Bow) [370]	5
Weapon Training (Bow) [371]	5
Weapon Training (Bow) [372]	5
Skill Proficiency (Survival) [373]	3
Weapon Training (Bow) [374]	5
Ability Score Boost (Dex) [375]	6
Favored Enemy [376]	5
Quarry [377]	5
[378]	
[379]	
[380]	
[381]	
[382]	
[383]	
[384]	
[385]	
[386]	
[387]	
[388]	
[389]	
[390]	
[391]	
[392]	
[393]	
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[395]	
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[398]	
[399]	
[400]	
[401]	
[402]	
[403]	
[404]	
[405]	
[406]	
[407]	
[408]	
[409]	
[410]	

**Next Planned Traits**

Next Planned Traits	PreReq	TP
[315]		
[316]		
[317]		
[318]		
[320]		
[322]		
[324]		
[327]		
[330]		
[333]		

[411]	
[412]	
[413]	
[414]	
[415]	
[416]	
[417]	
[418]	
[419]	
[420]	
[421]	
[422]	
[423]	
[424]	
[425]	
[426]	
[427]	
[428]	
[429]	
[430]	
[431]	
[432]	



## NOTES:

*Backstory Notes:*

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*Session 1*

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*Session 2*

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*Session 3*

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*Session 4*

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*Session 5*

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*Session 6*

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*Session 7*

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*Session 8*

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*Session 9*

*Session 10*



















































Spells				
Ability	Spell Attack	Insight Bonus	Spell DC	Proficient
-	+0	[433]	10	<input type="checkbox"/>

### Aspect Abilities

Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Used?
[434]	-	[435]							<input type="checkbox"/>
[436]	-	[437]							<input type="checkbox"/>
[438]	-	[439]							<input type="checkbox"/>
[440]	-	[441]							<input type="checkbox"/>
[442]	-	[443]							<input type="checkbox"/>

### Cantrips

Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
[444]	-	[445]							<input type="checkbox"/>
[446]	-	[447]							<input type="checkbox"/>
[448]	-	[449]							<input type="checkbox"/>
[450]	-	[451]							<input type="checkbox"/>
[452]	-	[453]							<input type="checkbox"/>
[454]	-	[455]							<input type="checkbox"/>
[456]	-	[457]							<input type="checkbox"/>
[458]	-	[459]							<input type="checkbox"/>
[460]	-	[461]							<input type="checkbox"/>
[462]	-	[463]							<input type="checkbox"/>
[464]	-	[465]							<input type="checkbox"/>
[466]	-	[467]							<input type="checkbox"/>
[468]	-	[469]							<input type="checkbox"/>
[470]	-	[471]							<input type="checkbox"/>
[472]	-	[473]							<input type="checkbox"/>
[474]	-	[475]							<input type="checkbox"/>

### LEVEL 1

Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[476]	-	[477]							<input type="checkbox"/>
	[478]	-	[479]							<input type="checkbox"/>
	[480]	-	[481]							<input type="checkbox"/>
<input type="checkbox"/>	[482]	-	[483]							<input type="checkbox"/>
<input type="checkbox"/>	[484]	-	[485]							<input type="checkbox"/>
<input type="checkbox"/>	[486]	-	[487]							<input type="checkbox"/>
<input type="checkbox"/>	[488]	-	[489]							<input type="checkbox"/>
<input type="checkbox"/>	[490]	-	[491]							<input type="checkbox"/>
<input type="checkbox"/>	[492]	-	[493]							<input type="checkbox"/>
<input type="checkbox"/>	[494]	-	[495]							<input type="checkbox"/>
<input type="checkbox"/>	[496]	-	[497]							<input type="checkbox"/>
<input type="checkbox"/>	[498]	-	[499]							<input type="checkbox"/>
<input type="checkbox"/>	[500]	-	[501]							<input type="checkbox"/>
<input type="checkbox"/>	[502]	-	[503]							<input type="checkbox"/>
	[504]	-	[505]							<input type="checkbox"/>
Remaining Slots	[506]	-	[507]							<input type="checkbox"/>
0										

### LEVEL 2

Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[508]	-	[509]							<input type="checkbox"/>
	[510]	-	[511]							<input type="checkbox"/>
	[512]	-	[513]							<input type="checkbox"/>
<input type="checkbox"/>	[514]	-	[515]							<input type="checkbox"/>
<input type="checkbox"/>	[516]	-	[517]							<input type="checkbox"/>
<input type="checkbox"/>	[518]	-	[519]							<input type="checkbox"/>
<input type="checkbox"/>	[520]	-	[521]							<input type="checkbox"/>
<input type="checkbox"/>	[522]	-	[523]							<input type="checkbox"/>
<input type="checkbox"/>	[524]	-	[525]							<input type="checkbox"/>
<input type="checkbox"/>	[526]	-	[527]							<input type="checkbox"/>
<input type="checkbox"/>	[528]	-	[529]							<input type="checkbox"/>
<input type="checkbox"/>	[530]	-	[531]							<input type="checkbox"/>
<input type="checkbox"/>	[532]	-	[533]							<input type="checkbox"/>
<input type="checkbox"/>	[534]	-	[535]							<input type="checkbox"/>
	[536]	-	[537]							<input type="checkbox"/>
Remaining Slots	[538]	-	[539]							<input type="checkbox"/>
0										

### LEVEL 3

Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[540]	-	[541]							<input type="checkbox"/>
	[542]	-	[543]							<input type="checkbox"/>
	[544]	-	[545]							<input type="checkbox"/>
<input type="checkbox"/>	[546]	-	[547]							<input type="checkbox"/>
<input type="checkbox"/>	[548]	-	[549]							<input type="checkbox"/>
<input type="checkbox"/>	[550]	-	[551]							<input type="checkbox"/>

Spells										
Ability	Spell Attack	Insight Bonus	Spell DC	Proficient						
-	+0	[433]	10	<input type="checkbox"/>						
<input type="checkbox"/> <input type="checkbox"/>	[552]	-	[553]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[554]	-	[555]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[556]	-	[557]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[558]	-	[559]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[560]	-	[561]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[562]	-	[563]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[564]	-	[565]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[566]	-	[567]							<input type="checkbox"/>
<b>Remaining Slots</b>	[568]	-	[569]							<input type="checkbox"/>
0	[570]	-	[571]							<input type="checkbox"/>

LEVEL 4										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[572]	-	[573]							<input type="checkbox"/>
	[574]	-	[575]							<input type="checkbox"/>
<b>Used Slots</b>	[576]	-	[577]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[578]	-	[579]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[580]	-	[581]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[582]	-	[583]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[584]	-	[585]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[586]	-	[587]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[588]	-	[589]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[590]	-	[591]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[592]	-	[593]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[594]	-	[595]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[596]	-	[597]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[598]	-	[599]							<input type="checkbox"/>
<b>Remaining Slots</b>	[600]	-	[601]							<input type="checkbox"/>
0	[602]	-	[603]							<input type="checkbox"/>

LEVEL 5										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[604]	-	[605]							<input type="checkbox"/>
	[606]	-	[607]							<input type="checkbox"/>
<b>Used Slots</b>	[608]	-	[609]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[610]	-	[611]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[612]	-	[613]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[614]	-	[615]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[616]	-	[617]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[618]	-	[619]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[620]	-	[621]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[622]	-	[623]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[624]	-	[625]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[626]	-	[627]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[628]	-	[629]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[630]	-	[631]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[632]	-	[633]							<input type="checkbox"/>
<b>Remaining Slots</b>	[634]	-	[635]							<input type="checkbox"/>
0										<input type="checkbox"/>

LEVEL 6										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[636]	-	[637]							<input type="checkbox"/>
	[638]	-	[639]							<input type="checkbox"/>
<b>Used Slots</b>	[640]	-	[641]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[642]	-	[643]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[644]	-	[645]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[646]	-	[647]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[648]	-	[649]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[650]	-	[651]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[652]	-	[653]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[654]	-	[655]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[656]	-	[657]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[658]	-	[659]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[660]	-	[661]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[662]	-	[663]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[664]	-	[665]							<input type="checkbox"/>
<b>Remaining Slots</b>	[666]	-	[667]							<input type="checkbox"/>
0										<input type="checkbox"/>

LEVEL 7										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[668]	-	[669]							<input type="checkbox"/>
	[670]	-	[671]							<input type="checkbox"/>
<b>Used Slots</b>	[672]	-	[673]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[674]	-	[675]							<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/>	[676]	-	[677]							<input type="checkbox"/>

Spells										
Ability		Spell Attack		Insight Bonus			Spell DC		Proficient	
-		+0		[433]			10		<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	[678]	-	[679]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[680]	-	[681]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[682]	-	[683]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[684]	-	[685]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[686]	-	[687]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[688]	-	[689]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[690]	-	[691]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[692]	-	[693]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[694]	-	[695]						<input type="checkbox"/>
Remaining Slots		[696]	-	[697]						<input type="checkbox"/>
0		[698]	-	[699]						<input type="checkbox"/>

LEVEL 8											
Available Slots		Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0		[700]	-	[701]							<input type="checkbox"/>
		[702]	-	[703]							<input type="checkbox"/>
Used Slots		[704]	-	[705]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[706]	-	[707]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[708]	-	[709]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[710]	-	[711]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[712]	-	[713]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[714]	-	[715]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[716]	-	[717]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[718]	-	[719]							<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	[722]	-	[723]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[724]	-	[725]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[726]	-	[727]							<input type="checkbox"/>
Remaining Slots		[728]	-	[729]							<input type="checkbox"/>
0		[730]	-	[731]							<input type="checkbox"/>

LEVEL 9											
Available Slots		Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0		[732]	-	[733]							<input type="checkbox"/>
		[734]	-	[735]							<input type="checkbox"/>
Used Slots		[736]	-	[737]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[738]	-	[739]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[740]	-	[741]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[742]	-	[743]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[744]	-	[745]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[746]	-	[747]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[748]	-	[749]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[750]	-	[751]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[752]	-	[753]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[754]	-	[755]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[756]	-	[757]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[758]	-	[759]							<input type="checkbox"/>
Remaining Slots		[760]	-	[761]							<input type="checkbox"/>
0		[762]	-	[763]							<input type="checkbox"/>

LEVEL 10											
Available Slots		Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0		[764]	-	[765]							<input type="checkbox"/>
		[766]	-	[767]							<input type="checkbox"/>
Used Slots		[768]	-	[769]							<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	[772]	-	[773]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[774]	-	[775]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[776]	-	[777]							<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	[788]	-	[789]							<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[790]	-	[791]							<input type="checkbox"/>
Remaining Slots		[792]	-	[793]							<input type="checkbox"/>
0		[794]	-	[795]							<input type="checkbox"/>

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[5] Bravery Trait:

You gain a 1d4 Morale bonus on Will saves against effects with the fear tag. This trait can be taken multiple times, each time you take Bravery the bonuses increase by 1d4 to a maximum of 3d4.

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[15] Favored Enemy

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[27] Favored Enemy

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[31] Favored Terrain Trait:

When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

Favored Enemy

[32] Sources

[33] Favored Terrain Trait:

When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

Track Master Trait:

You gain a 1d4 Insight bonus on Perception or Survival checks made to follow or identify tracks and know your relative direction on a compass. You can take this trait multiple times. Each time add an additional 1d4 to a maximum of a 3d4.

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

Track Master Trait:

You gain a 1d4 Insight bonus on Perception or Survival checks made to follow or identify tracks and know your relative direction on a compass. You can take this trait multiple times. Each time add an additional 1d4 to a maximum of a 3d4.

Favored Enemy

[34] Sources

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[39] Devout Knowledge Trait:

You gain a 1d4 Insight bonus to Religion checks made to recall information about a deity or religion. You

can take this trait multiple times. Each time add an additional 1d4 to a maximum of a 3d4.

[40] Sources

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[43] Favored Terrain Trait:

When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

[44] Sources

[45] Favored Terrain Trait:

When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

Track Master Trait:

You gain a 1d4 Insight bonus on Perception or Survival checks made to follow or identify tracks and know your relative direction on a compass. You can take this trait multiple times. Each time add an additional 1d4 to a maximum of a 3d4.

Favored Enemy

[46] Swift Tracker Trait:

You can move at your normal speed while using Survival to follow tracks without taking disadvantage. And you only take a single disadvantage when moving at up to twice normal speed while tracking rather than a double disadvantage.

[47] Sources

[48] Sources

[49] Favored Terrain:

2d6 Urban; 1d6 Forest

[50] The following options represent:

1H = 1 hand to wield

1H/T = 1 hand to wield/thrown

1H/2H = 1 or 2 hands to wield

2H = 2 hands to wield

2H/T = 2 hands to wield/thrown

- = does not require hands

[51] Weapon Training Trait (3 times on Bow):

You can select one group of weapons, as noted below. Whenever you attack with a weapon from this group, you gain a 1d6 Insight bonus on damage rolls.

This can be taken multiple times, each time you take Weapon Training you either train in a new group of weapons or take an increase of 1d6 to your bonus with any one current group of weapons you have training with. You can have up to five trained weapon groups and take the increase to your bonus to any one weapon group three times. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

You also add this bonus to checks for any Combat Maneuvers made with weapons from this group. This bonus also applies to the DCs when defending against Disarm attempts made when you are wielding a weapon from one of your trained groups.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups): Axe, Bow, Brawling, Club, Dart, Firearm, Flail, Hammer, Knife, Pick, Polearm, Shield, Sling, Spear, and Sword.

[52] Deadly. On a critical hit, the weapon adds one weapon damage die of the listed size.

Propulsive. You add your Strength modifier to damage rolls with a propulsive ranged weapon, including any negative modifiers.

[53] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is -4 instead of -5, and -8 instead of -10 on the third and subsequent Strikes in the turn.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

Thrown. You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this tag appears on a melee weapon, it also includes the range increment in feet. Ranged weapons with this trait use the range increment specified in the weapon's range entry.

Versatile. A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This tag indicates the alternate damage type. For instance, a piercing weapon that has 'Versatile S' can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

[54] Versatile. A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This tag indicates the alternate damage type. For instance, a piercing weapon that has 'Versatile S' can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

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[65] You focus your strikes. Once in this stance, you can spend a single action to gain advantage on all attack rolls for the round.

[66] Description

[67] You can spend a single action to grant a bonus equal to half your Proficiency Score against a single target to all allies within 30 feet who can see or hear you. This bonus lasts for a number of rounds equal to your Proficiency Score and applies to all attack and damage rolls against the target. This bonus does not stack with another Allies Bond bonus; you use whichever bonus is higher.

[68] Description

[69] If you are standing next to two enemies who are adjacent to each other you can make a single Melee Strike and compare the attack roll to the AC of both enemies. Roll damage only once and apply it to each creature you hit. If you critically hit one target and not the other, roll the extra critical hit damage separately. The Cleave Trait counts as two attacks for your multiple attack penalty. It does not gain the benefit from a weapon with the Sweep tag.

[70] Description

[71] If you score a critical hit while in Accurate Stance, you can reroll any natural ones rolled on damage. You can reroll multiple dice, but you cannot reroll any individual die more than once per hit.

[72] Description

[73] While you are in Accurate Stance, if you score a critical hit you triple the damage dealt.

[74] Description

[75] As a reaction you can make an Attack of Opportunity as a Melee Strike against an opponent who has just been struck for damage by an ally.

[76] Description

[77] Gain extra reactions every round equal to your Dexterity Modifier.

[78] Description

[79] While in Accurate Stance, you ignore the disadvantage from the Concealed condition and the Flat check for a single Covered condition. Treat Sensed creatures as Concealed (read even more in the page about Senses).

[80] Description

[81] When you take the Favored Enemy you select favored enemy towards which you gain bonuses against. You gain a 1d6 Insight bonus on Deception, Insight, Lore, Nature, Perception, and Survival checks against enemies with the tag you select. Likewise, you gain a 1d4 Insight bonus on attacks and damage rolls against them.

[82] Description

[83] You can, as a single action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can Take 10 on your Survival checks while moving at normal speed without penalty. In addition, you receive a 1d6 Insight bonus on attack rolls made against your quarry. You can have no more than one quarry at a time and the creature must have a tag which corresponds to one of your favored enemy tags as per your Favored Enemy. You can dismiss this effect at any time as a free action but you cannot select a new Quarry for 24 hours. If you see proof that your Quarry is dead, you can select a new Quarry after waiting 1 hour.

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[135] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver

1 Silver = 1 Silver

1 Gold = 10 Silvers

1 Platinum = 100 Silvers

[136] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver

1 Silver = 1 Silver

1 Gold = 10 Silvers

1 Platinum = 100 Silvers

[137] Similar to leather armor, this armor is a jacket made of leather stitched together. However, it adds more protection by using large metal rivets to reinforce and catch weapons. This armor has little drawbacks while grant some more protection than leather armor. It is a desirable choice for those still seeking maneuverability while gaining that little bit extra AC bonus.

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[151] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver

1 Silver = 1 Silver

1 Gold = 10 Silvers

1 Platinum = 100 Silvers

[152] The following options represent:

1H = 1 hand to wield

1H/T = 1 hand to wield/thrown

1H/2H = 1 or 2 hands to wield

2H = 2 hands to wield

2H/T = 2 hands to wield/thrown

- = does not require hands

[153] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver

1 Silver = 1 Silver

1 Gold = 10 Silvers

1 Platinum = 100 Silvers

[154] For the next minute after drinking this elixir, you can understand the words that you are reading so long as they are written in a common language. This elixir does not automatically allow you to understand codes or extremely esoteric passages. A comprehension elixir is a common item.

Greater (40 silvers). Increase the duration to 10 minutes.

[155] This type of bow matches their standard versions in every way but one. While they are comparable in length and shape to their standard counterparts, their composition is made of multiple pieces of materials, typically a combination of wood, horn, and sinew bound together with glue. This requires more precise crafting and takes more time since it must be left to cure properly in appropriate conditions. The result is a

higher draw weight providing further flight distance and higher impact behind the arrow.

[156] Deadly. On a critical hit, the weapon adds one weapon damage die of the listed size.

Propulsive. You add your Strength modifier to damage rolls with a propulsive ranged weapon, including any negative modifiers.

[157] The liquid reagents in this vial create a freezing effect when exposed to air. Liquid ice deals the listed cold damage, splash damage, and the Hampered condition for a round. Unless otherwise listed, liquid ice is a common item, and all damage has the cold tag.

Greater (50 silvers). 3d6 cold damage, 3 splash damage, and Hampered 15. This item is uncommon.

[158] This renown sword style includes one of the broadest range of blades, though most have blades which measure within a few inches of three feet. With a two-handed grip, anywhere from six to eleven inches, the longsword provides multiple attack forms and a good defense with a two-edged blade.

A weapon potency rune grants an additional number of weapon damage dice equal to the bonus value. For example, a hit with the +2 Dagger would deal 3d4 damage instead of 1d4 damage. Unless otherwise listed, a weapon potency rune is an uncommon item.

Minor (800 silvers, +1). +1 Weapon Potency Rune.

[159] Versatile. A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This tag indicates the alternate damage type. For instance, a piercing weapon that has 'Versatile S' can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

[160] A jar of this unguent is three inches in diameter and one inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison with automatic counteracts as per a Neutralize Poison spell. Applied to a diseased area, it acts as automatic counteracts as per a Remove Disease spell. Rubbed on a wound, the ointment cures damage, as per a Heal spell. The amount of counteracts or healing is determined by the quality of the ointment. Unless otherwise listed, a restorative ointment is an uncommon item.

Minor (1,200 silvers). The castings are all with Level 3 Spell Slots. This applies two counteracts for either diseases or poisons or heals 3d8 damage.

[161] Description and Notes

[162] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is -4 instead of -5, and -8 instead of -10 on the third and subsequent Strikes in the turn.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

Thrown. You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this tag appears on a melee weapon, it also includes the range increment in feet. Ranged weapons with this trait use the range increment specified in the weapon's range entry.

Versatile. A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This tag indicates the alternate damage type. For instance, a piercing weapon that has 'Versatile S' can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

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[196] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver

1 Silver = 1 Silver

1 Gold = 10 Silvers

1 Platinum = 100 Silvers

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[318] Description

[319] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[320] Description

[321] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[322] Description

[323] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[324] Description

[325] Description

[326] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[327] Description

[328] Description

[329] You focus your strikes. Once in this stance, you can spend a single action to gain advantage on all attack rolls for the round.

[330] Description

[331] Description

[332] You have a certain level of expertise with armor. You automatically begin with Proficiency in No Armor. To gain a new armor proficiency, you must meet the prerequisites for the new proficiency and spend the required number of trait points, as listed below.

When you are wearing an armor type that you are proficient with, you add your Proficiency Score to your AC.

[333] Description

[334] Description

[335] You gain a 1d4 Morale bonus on Will saves against effects with the fear tag. This trait can be taken multiple times, each time you take Bravery the bonuses increase by 1d4 to a maximum of 3d4.

[336] Description

[337] Description

[338] If you are standing next to two enemies who are adjacent to each other you can make a single Melee Strike and compare the attack roll to the AC of both enemies. Roll damage only once and apply it to each creature you hit. If you critically hit one target and not the other, roll the extra critical hit damage separately. The Cleave Trait counts as two attacks for your multiple attack penalty. It does not gain the benefit from a weapon with the Sweep tag.

[339] Description

[340] If you score a critical hit while in Accurate Stance, you can reroll any natural ones rolled on damage. You can reroll multiple dice, but you cannot reroll any individual die more than once per hit.

[341] Description

[342] You gain a 1d4 Insight bonus to Religion checks made to recall information about a deity or religion. You can take this trait multiple times. Each time add an additional 1d4 to a maximum of a 3d4.

[343] Description

[344] When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

[345] Description

[346] When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

[347] Description

[348] When you take Favored Terrain you select a type of terrain from the list below. You gain a 1d6 Insight bonus on initiative checks and Nature, Perception, Stealth, and Survival checks when you are in this terrain, whether or not you are proficient with these skills. When traveling through your favored terrain you leave no trail and cannot be tracked (though you may leave a trail if you so choose).

This can be taken multiple times, each time you take Favored Terrain you either gain a new favored terrain or increase the die by 1 in any one current favored terrain. You can have up to five favored terrains and take the increase to your bonus to any one terrain type four times. If a specific terrain falls into more than one category of favored terrain, your bonuses do not stack; you simply use whichever bonus is higher.

[349] Description

[350] While you are in Accurate Stance, if you score a critical hit you triple the damage dealt.

[351] Description

[352] As a reaction you can make an Attack of Opportunity as a Melee Strike against an opponent who has just been struck for damage by an ally.

[353] Description

[354] Gain extra reactions every round equal to your Dexterity Modifier.

[355] Description

[356] You become proficient in one of your saves. Add your Proficiency Score to one of the following: Fortitude, Reflex, or Will. You can take this trait three times, each time you must pick different saving throws to become proficient in.

[357] You become proficient in one of your saves. Add your Proficiency Score to one of the following: Fortitude, Reflex, or Will. You can take this trait three times, each time you must pick different saving throws to become proficient in.

[358] While in Accurate Stance, you ignore the disadvantage from the Concealed condition and the Flat check for a single Covered condition. Treat Sensed creatures as Concealed (read even more in the page about Senses).

[359] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[360] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

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[363] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[364] You can move at your normal speed while using Survival to follow tracks without taking disadvantage. And you only take a single disadvantage when moving at up to twice normal speed while tracking rather than a double disadvantage.

[365] You gain a 1d4 Insight bonus on Perception or Survival checks made to follow or identify tracks and know your relative direction on a compass. You can take this trait multiple times. Each time add an additional 1d4 to a maximum of a 3d4.

[366] You have a certain level of expertise with weapons. You add your Proficiency Score to attack rolls made with a weapon you are proficient with. The table is set up the same as the table of contents for this section. Any indented features have the first, unindented feature above as a prerequisite. Beyond the first indent, arrow markers indicate prerequisites.

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[370] You can select one group of weapons, as noted below. Whenever you attack with a weapon from this group, you gain a 1d6 Insight bonus on damage rolls.

This can be taken multiple times, each time you take Weapon Training you either train in a new group of weapons or take an increase of 1d6 to your bonus with any one current group of weapons you have training with. You can have up to five trained weapon groups and take the increase to your bonus to any one weapon group three times. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.



You also add this bonus to checks for any Combat Maneuvers made with weapons from this group. This bonus also applies to the DCs when defending against Disarm attempts made when you are wielding a weapon from one of your trained groups.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups): Axe, Bow, Brawling, Club, Dart, Firearm, Flail, Hammer, Knife, Pick, Polearm, Shield, Sling, Spear, and Sword.

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