

FATEWEAVERS

PLAYER NAME: _____ CAMPAIGN NAME: _____



CHARACTER NAME _____

LEVEL _____

EXPERIENCE _____

ON YOUR TURN

Major Actions: Attack, Cast Ability, Ready an Action, Use Item, Disengage, Charge, Assist, Hide, Grab, or Push.

Minor Actions: Attack with Off-Hand Weapon, Cast Minor Ability, Go Prone/Crouch, Release Creature, or Access Inventory.

Move Actions: Move, Escape, or Get Up.

ONCE PER ROUND

Reactions: Reaction Attack, Readied Actions, or Reaction Abilities.

REFERENCE

Attr. Mod: Attribute - 10

Mastery: 2x Attr. Mod, or 0 if Mod is less than 0.

Skill Check: d20 + Attr. Mod

Saving Throw: d20 + Attr. Mod

Recovery Roll: d8 + CON Mod
Use up to 2 during Short Rest. Reset after combat.

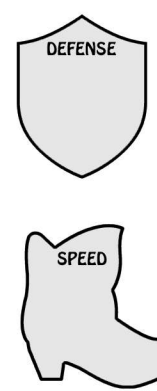
Absorb Shield: damaged first, cannot exceed max Health (expires at end of combat)

Heroic Moments: grant advantage on a d20 roll or use powerful abilities. (reset after Long Rest)

Max Health: (CON + Level)*2

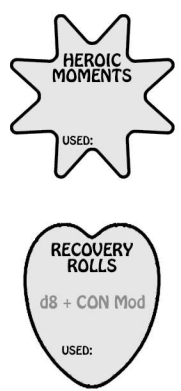
Move Speed: max # of squares/hexes that you can Move per turn. Can make partial moves up to max. Movement is halved in difficult conditions.

STRENGTH	AGILITY	INTELLECT	CHARISMA	CONSTITUTION	SANITY
Mastery? <input type="checkbox"/> SAVE <input type="checkbox"/> ATHLETICS	Mastery? <input type="checkbox"/> SAVE <input type="checkbox"/> ACROBATICS <input type="checkbox"/> STEALTH	Mastery? <input type="checkbox"/> SAVE <input type="checkbox"/> KNOWLEDGE <input type="checkbox"/> MEDICINE <input type="checkbox"/> PERCEPTION	Mastery? <input type="checkbox"/> SAVE <input type="checkbox"/> DIPLOMACY <input type="checkbox"/> PERFORMANCE	Mastery? <input type="checkbox"/> SAVE	Mastery? <input type="checkbox"/> SAVE <input type="checkbox"/> ARCANE <input type="checkbox"/> OCCULT (-SAN)



HEALTH
Max Health: _____

ABSORB SHIELD



CHARACTER TRAITS

REFERENCE

Initiative: d20 + Attr. Mod (GM declares the Attribute)

Attack Roll: d20 + Attr. Mod (Mod is determined by weapon or ability)

Crit: 20 on the die, range increases with Crit Chance (ex. +1 Crit Chance means Crits are on 19-20)

Determination: on miss, gain +2 to next Attack Roll, stacks until you successfully attack.

Damage Roll: Varies (ex, Axe: d6 + STR Mod)

Crit Damage: Max Damage + Damage Roll

Spell Power: INTELLECT

Charm Power: CHARISMA

Advantage: roll two d20, choose higher value.

Disadvantage: roll two d20, choose lower value.

CRIT CHANCE: _____ DETERMINATION: _____

ATTACKS

NAME	NAME	NAME
ATTACK	ATTACK	ATTACK
DAMAGE/TYPE	DAMAGE/TYPE	DAMAGE/TYPE
d20+	d20+	d20+

BATTLE EFFECTS

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EQUIPMENT

SILVER _____ GOLD _____ PLATINUM _____

Equipped?

ABILITIES

FOCUS GEMS _____

Spell Power INT _____

Charm Power CHA _____

Bound?

TALENTS
