Alluria Campaign Setting: The Age of Titans

Name

Background

Ancestry

Heritage / Notes

Class

Size | XP | Level

Hero Points

Gain 1 at start of each session

1 to re-roll. All to spare death.

STR DEX CON INT WIS CHA

Weapon	Bonus	Hit	Multi Attack Penalty
Traits & notes		Damage	B P S
Weapon	Bonus	Hit	Multi Attack Penalty
Traits & notes		Damage	B P S
Weapon	Bonus	Hit	Multi Attack Penalty
Traits & notes		Damage	B P S
Weapon	Bonus	Hit	Multi Attack Penalty
Traits & notes		Damage	B P S
Weapon	Bonus	Hit	Multi Attack Penalty
Traits & notes		Damage	B P S

Resistance/Immunities | Conditions

HP

Dying/Wounded | Temp HP

Speed

feet

Perception

Total = Wis + Prof (T E M L) + Item

Senses

Skills

Athletics	Str			
Acrobatics	Dex			
Stealth	Dex			
Thievery	Dex			
Medicine	Wis			
Nature	Wis			
Religion	Wis			
Survival	Wis			
Deception	Cha			
Diplomacy	Cha			
Intimidation	Cha			
Performance	Cha			
Arcana	Int			
Crafting	Int			
_____ Lore	Int			
_____ Lore	Int			
Occultism	Int			
Society	Int			

Weapon Proficiencies — Simple (T E M L) | Martial (T E M L) | Other (T E M L) _____

Spell DC — DC BASE 10 + _____ + _____ (T E M L) + _____

Saving Throws

Fortitude	Reflex	Will
(T E M L) + Con + Prof + Item	(T E M L) + Dex + Prof + Item	(T E M L) + Wis + Prof + Item

Notes

Defenses — Main Armor: 10 + DEX* + Prof + Item

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

Armor name

Shield name +

* Use armor's DEX cap if lower

Hard. | Max HP / HP | BT