

ALLURIA CAMPAIGN SETTING: THE AGE OF TITANS

NAME

Background

ANCESTRY

Heritage / Notes

STR DEX CON

CLASS

Size

XP

Level

HERO POINTS

Gain 1 at start of each session



1 to re-roll. All to spare death.

INT WIS CHA



Weapon	Bonus	Hit	Multi Attack Penalty
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Traits & notes	Damage		
<input type="text"/>	<input type="radio"/> B <input type="radio"/> P <input type="radio"/> S		

Weapon	Bonus	Hit	Multi Attack Penalty
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Traits & notes	Damage		
<input type="text"/>	<input type="radio"/> B <input type="radio"/> P <input type="radio"/> S		

Weapon	Bonus	Hit	Multi Attack Penalty
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Traits & notes	Damage		
<input type="text"/>	<input type="radio"/> B <input type="radio"/> P <input type="radio"/> S		

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Traits & notes	Damage		
<input type="text"/>	<input type="radio"/> B <input type="radio"/> P <input type="radio"/> S		

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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Traits & notes	Damage		
<input type="text"/>	<input type="radio"/> B <input type="radio"/> P <input type="radio"/> S		

Resistance/Immunities	Conditions
<input type="text"/>	<input type="text"/>
HP	
Dying/Wounded	Temp HP
<input type="text"/>	<input type="text"/>

SPEED
<input type="text"/> feet
Perception
<input type="text"/> Total = <input type="text"/> Wis + <input type="text"/> Prof + <input type="text"/> Item <input type="text"/> Senses

Skills

- Athletics = + Str + T E M L + -
- Acrobatics = + Dex + T E M L + -
- Stealth = + Dex + T E M L + -
- Thievery = + Dex + T E M L + -
- Medicine = + Wis + T E M L + -
- Nature = + Wis + T E M L + -
- Religion = + Wis + T E M L + -
- Survival = + Wis + T E M L + -
- Deception = + Cha + T E M L + -
- Diplomacy = + Cha + T E M L + -
- Intimidation = + Cha + T E M L + -
- Performance = + Cha + T E M L + -
- Arcana = + Int + T E M L + -
- Crafting = + Int + T E M L + -
- _____ Lore = + Int + T E M L + -
- _____ Lore = + Int + T E M L + -
- Occultism = + Int + T E M L + -
- Society = + Int + T E M L + -

Weapon Proficiencies

General	Martial	Other
<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell DC

DC BASE 10 + + + T E M L +

Saving Throws

Fortitude	Reflex	Will
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/> + <input type="text"/> Con + <input type="text"/> Prof + <input type="text"/> Item	<input type="text"/> + <input type="text"/> Dex + <input type="text"/> Prof + <input type="text"/> Item	<input type="text"/> + <input type="text"/> Wis + <input type="text"/> Prof + <input type="text"/> Item
Notes		

DEFENSES Main Armor: 10 + DEX* + Prof + Item

Unarmored	Light	Medium	Heavy
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="radio"/> T <input type="radio"/> E <input type="radio"/> M	<input type="radio"/> T <input type="radio"/> E <input type="radio"/> M	<input type="radio"/> T <input type="radio"/> E <input type="radio"/> M	<input type="radio"/> T <input type="radio"/> E <input type="radio"/> M
Armor name			
<input type="text"/>	+ <input type="text"/>		
Shield name			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Hard.	Max HP	HP	BT

* Use armor's DEX cap if lower