PERMANENT CHARACTER FOLIO

Master character dossier - permanent record, play reference, and adventure archive.

CHARACTER NAME	PLAYER
CAMPAIGN	CLASS / SUBCLASS
SPECIES	BACKGROUND
LEVEL	ALIGNMENT

FULL CHARACTER PORTRAIT / HERALDRY / PERSONAL SYMBOL

MOTTO / QUOTATION	DATE CREATED

QUICK COMBAT & PLAY REFERENCE

Place this page at the front or rear of the binder for immediate table use.

PROF. BONUS	ARMOR CLASS	HP MAX	INITIATIVE
SPEED	**SIZE**	**PASSIVE PERCEPTION**	**SAVE DC**

ABILITIES, SAVES & CORE SKILLS

ABILITY	MOD	SCORE	SAVE	KEY SKILLS / MODIFIERS

WEAPONS & DAMAGE CANTRIPS

NAME	ATK / DC	DAMAGE & TYPE	RANGE	MASTERY / NOTES

TURN ECONOMY - WHAT CAN I DO RIGHT NOW?

ACTION	BONUS ACTION	REACTION	OTHER / TRIGGER

COMBAT FEATURES, RESOURCES & LIMITED USES

FEATURE / RESOURCE	CURRENT / MAX	RECHARGE	TRIGGER / EFFECT

OPENING TURN / EMERGENCY ROUTINE / CONCENTRATION / REMINDERS

CHARACTER AT A GLANCE

NAME	PRONOUNS	AGE
APPARENT AGE	HEIGHT	WEIGHT
BUILD	COMPLEXION	HAIR
EYES	VOICE / ACCENT	DOMINANT HAND

DISTINGUISHING MARKS, SCARS, TATTOOS & IDENTIFYING FEATURES

DRESS, GROOMING & USUAL APPEARANCE

MANNERISMS, HABITS & TELLS

PERSONALITY DOSSIER

PERSONALITY TRAITS

IDEALS & PRINCIPLES

BONDS, LOVES & LOYALTIES

FLAWS, VICES & WEAKNESSES

FEARS, PHOBIAS & SUPERSTITIONS

DESIRES, AMBITIONS & LONG-TERM GOALS

ORIGIN & HISTORY

HOMELAND / REGION	**CULTURE**
FAMILY / CLAN	**FORMER PROFESSION**
EDUCATION / TRAINING	**WHY THEY ADVENTURE**

EARLY LIFE

TURNING POINT

RECENT HISTORY

SECRETS, RUMORS & THINGS LEFT UNSAID

TRAINING, PROFICIENCIES & SPECIAL CAPABILITIES

SKILL / TOOL / LANGUAGE	SOURCE	PROFICIENCY / EXPERTISE	NOTES

WEAPON & ARMOR TRAINING

TRAINING	SOURCE	MASTERY / SPECIAL USE	NOTES

SENSES, RESISTANCES, IMMUNITIES & UNUSUAL MOVEMENT

COMBAT OPERATIONS RECORD

ARMOR CLASS	HIT POINT MAX	TEMP HP	INITIATIVE	SPEED
PROFICIENCY BONUS	SPELL / FEATURE DC	PASSIVE PERCEPTION	HIT DICE	DEATH SAVE MODIFIERS

ATTACKS

ATTACK / WEAPON	TO HIT	DAMAGE	RANGE	MASTERY / RIDER	AMMO / USES

ACTION ECONOMY

ACTION	BONUS ACTION	REACTION	FREE / TRIGGERED

DEFAULT COMBAT ROUTINE / OPENING TURN / EMERGENCY PLAN

FEATURES & ABILITIES - MASTER INDEX

FEATURE	SOURCE / LEVEL	ACTION TYPE	USES / RECHARGE	SUMMARY / PAGE REF.

FEATURE INTERACTIONS, COMBOS & RULES REMINDERS

CLASS DOSSIER

Class-specific mechanics get room to breathe here instead of being crushed into a generic character sheet.

CLASS	SUBCLASS	LEVEL	PRIMARY ABILITY
KEY RESOURCE	RESOURCE MAX	SAVE DC	ATTACK MODIFIER

CLASS FEATURE / RESOURCE	CURRENT	MAX	RECHARGE	TRIGGER / COST	NOTES

SUBCLASS DOCTRINE / OATH / PATRON / TRADITION / SPECIALTY

SIGNATURE TACTICS & CHARACTER-SPECIFIC RULES NOTES

SPELL & POWER PLANNER

SPELLCASTING ABILITY	SAVE DC	ATTACK BONUS
FOCUS / HOLY SYMBOL	**PREPARATION METHOD**	**CONCENTRATION MOD.**

NAME	LVL	CAST	RANGE	DURATION	CONC.	RIT.	PREP.	SHORT EFFECT / USE

SPELL COMBINATIONS, CONCENTRATION PRIORITIES & EMERGENCY MAGIC

POSSESSIONS - CARRIED EQUIPMENT

Record not only what is owned, but where it is carried.

ITEM	QTY	LOCATION / CONTAINER	WT.	VALUE	ATTUNED?	NOTES

TOTAL CARRIED WEIGHT	ENCUMBRANCE LIMIT	PUSH / DRAG / LIFT	CURRENT COIN WEIGHT

PACKING & ITEM LOCATION RECORD

LOCATION / CONTAINER	CAPACITY	CONTENTS / ITEM NUMBERS	ACCESS NOTES

BODY LOCATIONS

BODY LOCATION	WORN / CARRIED ITEM	READY?	NOTES

WEALTH, PROPERTY, DEBTS & OBLIGATIONS

CP	SP	EP	GP	PP	OTHER CURRENCY / TRADE GOODS

PROPERTY / STORED GOODS	LOCATION	EST. VALUE	CUSTODIAN / ACCESS	NOTES

DEBTS, OATHS & OBLIGATIONS

DEBT / OBLIGATION / OATH	OWED TO / BY	TERMS	DUE / CONDITION	STATUS

MAGIC ITEMS & SIGNATURE POSSESSIONS

ITEM	TYPE / RARITY	ATTUNE	CHARGES	SOURCE / WHERE FOUND	FUNCTION / HISTORY

ITEM LORE, COMMAND WORDS, CURSES & UNIDENTIFIED PROPERTIES

ASSOCIATES, CONTACTS & RELATIONSHIPS

NAME	ROLE / RELATIONSHIP	LOCATION	ATTITUDE	OWES / IS OWED	STATUS / NOTES

PARTY DYNAMICS & IMPORTANT RELATIONSHIP CHANGES

ENEMIES, FACTIONS & REPUTATION

PERSON / FACTION	WHY THEY MATTER	REPUTATION / STANDING	LAST CONTACT	THREAT / LEVERAGE

KNOWN RIVALS, BOUNTIES, WARRANTS, FEUDS & UNFINISHED BUSINESS

PLACES OF IMPORTANCE

PLACE	REGION	WHY IMPORTANT	ALLIES / ENEMIES THERE	LAST VISIT	NOTES

MAPS, ROUTES, SAFEHOUSES, HIDDEN ENTRANCES & TRAVEL NOTES

GOALS, QUESTS, PROMISES & UNFINISHED BUSINESS

GOAL / QUEST	TYPE	GIVER / SOURCE	PRIORITY	NEXT STEP	STATUS / RESULT

PERSONAL CODE: THINGS I WILL / WILL NOT DO

ADVANCEMENT & CHARACTER DEVELOPMENT

LEVEL	DATE / SESSION	XP / MILESTONE	HP CHANGE	FEATURE / FEAT / ASI	SKILL / SPELL / MASTERY	STORY EVENT

FUTURE ADVANCEMENT PLANS / CHOICES TO REVISIT

LAST WILL, TESTAMENT & CONTINGENCIES

For the adventurer who plans ahead.

LEGAL / COMMON NAME	DATE WRITTEN
WITNESS(ES)	EXECUTOR

DISPOSITION OF COIN, PROPERTY & MAGIC ITEMS

MESSAGES, FINAL REQUESTS & UNFINISHED DUTIES

FUNERAL / RESURRECTION / AFTERLIFE INSTRUCTIONS

ADVENTURE RECORD

Duplicate as often as the campaign demands.

ADVENTURE / SESSION	REAL-WORLD DATE	IN-GAME DATE
LOCATION	**PARTY**	**GM**

OBJECTIVE / SITUATION AT START

EVENTS & DISCOVERIES

NPC / CREATURE	ROLE / ATTITUDE	WHAT HAPPENED / WHAT THEY KNOW

TREASURE / ITEM / REWARD	GAINED / LOST	WHO HAS IT	NOTES

CLUES, PROMISES, INJURIES, DEATHS & UNRESOLVED THREADS

ADVENTURE RECORD

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LOCATION	PARTY	GM

OBJECTIVE / SITUATION AT START

EVENTS & DISCOVERIES

NPC / CREATURE	ROLE / ATTITUDE	WHAT HAPPENED / WHAT THEY KNOW

TREASURE / ITEM / REWARD	GAINED / LOST	WHO HAS IT	NOTES

CLUES, PROMISES, INJURIES, DEATHS & UNRESOLVED THREADS

CAMPAIGN CHRONOLOGY

IN-GAME DATE	SESSION	LOCATION	EVENT / MILESTONE	CONSEQUENCE

NOTES, RUMORS & THINGS THAT WILL MATTER LATER

SKETCHES, MAPS & DIAGRAMS

MAP KEY / LEGEND / SCALE / ANNOTATIONS