

Appendix

Filling out Your Character Sheet

This appendix reviews the main sections of the character sheet and goes over how to fill them out.

Page 1: Abilities

The first page of the character sheet gathers the information you will need most frequently during play. Here is an explanation for a few of these sections:

- Inspiration.** Tick this box when you have inspiration. Alternatively, you can put a token or die on this spot or in front of you to show that you have inspiration. You will frequently tick and untick this box.
- Proficiency bonus.** Take note of your proficiency bonus here. It will increase as you gain levels.
- Ability score.** Take note of the listed ability score here.
- Ability modifier.** Here, take note of the modifier derived from the associated ability score.
- Proficiency and expertise.** If you are proficient in the listed skill, tick or fill one of the boxes next to it. If you have expertise (doubled proficiency bonus) in the listed skill, tick or fill both boxes.
- Protection.** Here, indicate what type of armor you are wearing (if any) and whether you are carrying a shield.
- Conditions.** This space is intended to take note of conditions, in particular long-lasting ones. You can also write down diseases you are afflicted by.
- Speeds and jumping.** Here, take note of your walking, climbing, swimming, and flying speed, as well as your jumping height and length.
- Exhaustion.** Exhaustion is progressive. As you gain levels of exhaustion, tick the corresponding boxes, reflecting your worsening condition. A reminder of the effects of each exhaustion level is provided. Keep in mind that these effects stack.

Inspiration 1

Proficiency bonus

2

Strength 3 4

5 Saving throw

Athletics

Protection 6

Conditions

7

Speed Walking _____ Climbing _____

Swimming _____ Flying 8

Jumping: height _____ length _____

Exhaustion 9

1: Disadvantage on ability checks

2: Speed halved

Page 2: Features

This page sums up everything your character is capable of. Features are sorted in accordance with how often they can be used, in descending order: Unlimited, Regained with a short rest, Regained with a long rest. You can draw boxes indicating how many times you can use each of your features (rage, ki, sorcery points, etc.), which you will tick as you expend them. This way, you will have a handy overview of your character's capabilities and of their current condition. Whether you will be thrifty or go all-out is up to you.

- Resistances & immunities.** To take note of your resistances and immunities in a convenient manner, you can write them down in different colors or draw a vertical line under the ampersand to split this box in two (with resistances on the left and immunities on the right).
- Spell slots.** Depending on your class, you may earn spell slots as you gain levels. When this happens, fill in the dotted circle to draw a box that you can check whenever you cast a spell of that level.

Resistances & immunities

1

Spells 2

1st

2nd

Page 3: Identity and Secrets

This page is used to record information concerning your character's background and psyche. As such, you can keep it private, so that your fellow players do not know about your character's past and secrets.

- Awakening.** You can color or circle this icon if your character is Awakened.
- Soul.** The Soul column lists everything related to your character's psychology. The items are listed according to their positivity: the top ones will usually drive your character to greatness, whereas the bottom ones are likely to lead them to their downfall.
- Description.** What does your character look like?
- Story.** Here you can keep track of your adventures, the places you visit, the characters you meet, etc.
- Corruption.** Being exposed to the corruption of Canker results in corruption points. Corruption can be permanent (fill the box) or temporary and curable (tick the box). When you start filling boxes on the 2nd, 3rd, and 4th lines, you undergo special changes. If you take more corruption points than there are boxes, you become a ravager of Canker.

Soul	1
2	Awakening
Description 3	
Story 4	
Corruption	
1st	5
2nd	

Page 4: Possessions

On this page, you can record your equipment, which is classified into three categories depending on what you use it for and where you keep it. You can write down your total load (in pounds) in the box on the upper right corner. Dedicated entries are also provided to take note of the loads at which you are encumbered and heavily encumbered.

- Equipment within arm's reach.** During combat, you can take the Use an Object action to grab any one of the objects listed here. To be within arm's reach, an object must be stored in a pocket, belt pouch, quiver, etc.
- Purse, treasure, barter goods.** This is the category for objects whose sole purpose is to be traded or sold.



- At the bottom of the bag, on a mount, etc.** Objects belonging to this category are stored in such a fashion that you cannot take them out at a moment's notice. Therefore, it is impossible to make use of them in the middle of combat or in similar rushed situations. However, provided your pack is sturdy and closed tight, such objects will be protected from most damage.

Equipment within arm's reach	
1	
2	Purse, treasure, barter goods

At the bottom of the bag, on a mount, etc.	
	3

Page 5: Spellbook

You can use several copies of this page as your spellbook. A warlock, ranger, paladin, etc. will likely only need one page, whereas a wizard will require several.

- Level.** Here, write down the level of the spells shown in front of this stamp.
- Prepared spells.** Most spellcasters must prepare their spells before they can cast them. Tick the box next to a spell to show that you have prepared it.
- Name.** Record the spell's name here.
- Effects.** Write down a summary of the spell's effects or simply take note of its page number in **GRIMOIRE**.

Level	Prepared	Name	Effects
1	2 <input type="checkbox"/>	3	4
	<input type="checkbox"/>		
	<input type="checkbox"/>		