

# Swords & Sorceries



NAME	RACE	BACKGROUND
CLASS & LEVEL	EXPERIENCE POINTS	ALIGNMENT

STR SAVE Passive	DEX SAVE Passive	CON SAVE Passive	INT SAVE Passive	WIS SAVE Passive	CHA SAVE Passive
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SKILLS	
Bonus	Passive
<input type="checkbox"/> _____ Acrobatics (Dex)	_____
<input type="checkbox"/> _____ Animal Handling (Wis)	_____
<input type="checkbox"/> _____ Arcana (Int)	_____
<input type="checkbox"/> _____ Athletics (Str)	_____
<input type="checkbox"/> _____ Deception (Cha)	_____
<input type="checkbox"/> _____ History (Int)	_____
<input type="checkbox"/> _____ Insight (Wis)	_____
<input type="checkbox"/> _____ Intimidation (Cha)	_____
<input type="checkbox"/> _____ Investigation (Int)	_____
<input type="checkbox"/> _____ Medicine (Wis)	_____
<input type="checkbox"/> _____ Nature (Int)	_____
<input type="checkbox"/> _____ Perception (Wis)	_____
<input type="checkbox"/> _____ Performance (Cha)	_____
<input type="checkbox"/> _____ Persuasion (Cha)	_____
<input type="checkbox"/> _____ Religion (Int)	_____
<input type="checkbox"/> _____ Sleight of Hand (Dex)	_____
<input type="checkbox"/> _____ Stealth (Dex)	_____
<input type="checkbox"/> _____ Survival (Wis)	_____

PROFICIENCY BONUS	SPELLS / MANEUVERS DC      Atk	INITIATIVE	SPEED
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HIT POINTS	TEMP
Max. _____	

ATTACKS		
Name	Atk Bonus	Damage/Type
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

HIT DICE	DEATH SAVES
Max. _____	Successes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR		Stealth
Name	Base AC	<input type="checkbox"/> Disadvantage
_____	_____	<input type="checkbox"/> Disadvantage
AC MODIFIERS		ARMOR CLASS
Name	Modifier	
_____	_____	

CONDITIONS
EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage <input type="checkbox"/> Half speed: _____ ft. <input type="checkbox"/> Attack & save disadvantage <input type="checkbox"/> Half maximum HP: _____ HP <input type="checkbox"/> Speed drops to zero <input type="checkbox"/> Death

### FEATURES & PROFICIENCIES

### EQUIPMENT & TREASURE

CP	SP	EP	GP	PP
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### INSPIRATION ◆

#### PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

# Swords & Sorceries



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

NAME

PORTRAIT

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

FAITHS, FACTIONS & SYMBOLS

HISTORY & NOTES