

# 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
------------------------	------------------------	------------------------	------------------------	------------------------	------------------------

**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
-------------------	-----------------------------------	------------	-------

HIT POINTS	TEMP
Max. _____	

**ATTACKS**

Name	Atk Bonus	Damage/Type	Range/Properties
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**HIT DICE**

Max. \_\_\_\_\_

**DEATH SAVES**

Successes

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Failures

**ARMOR**

Name	Base AC	Stealth
_____	_____	<input type="checkbox"/> Disadvantage
_____	_____	<input type="checkbox"/> Disadvantage

**AC MODIFIERS**

Name	Modifier
_____	_____
_____	_____
_____	_____

**CONDITIONS**

**EXHAUSTION LEVELS**

- Ability check disadvantage
- Half speed: \_\_\_\_\_ ft.
- Attack & save disadvantage
- Half maximum HP: \_\_\_\_\_ HP
- Speed drops to zero
- Death

**EQUIPMENT & TREASURE**

CP	SP	EP	GP	PP
_____	_____	_____	_____	_____

**FEATURES & PROFICIENCIES**

ARMOR CLASS

**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