

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	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