Swords ® Sorceries	NAME	RACE
0,50,00,00	CLASS & LEVEL	EXPERIENCE POINTS

STR SAVE	DEX SAVE	CON SAVE	INT SAVE	WIS SAVE	CHA SAVE
Passive	Passive	Passive	Passive	Passive	Passive

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	SKILLS crobatics (Dex) nimal Handling (Wis)	Passive	BONUS	DC Atk  ATTACKS	INITIATIVE	SPEED	HIT POIN	ITS T	ЕМР
O At	rcana (Int) thletics (Str) ecception (Cha)		Iame	Atk Bonus Damage/Typ	: Range	/Properties	HIT DICE	DEATH SA Successes	
O In:	istory (Int) sight (Wis) stimidation (Cha)	_ \					Max	Failures	Щ
O In:	evestigation (Int)  Iedicine (Wis)  Iature (Int)		<b>J</b> ame	ARMOR Base A	iC	Stealth  Disadvantage  Disadvantage	CON	DITIONS	
O Pe	erception (Wis) erformance (Cha) ersuasion (Cha)	N	ame	AC MODIFIE		Disadvantage  ARMOR CLASS	☐ Ability check	-	;
O Re	eligion (Int) eight of Hand (Dex)		FILE	FITDES 0. DDAEIGIE	NICITIC		☐ Half speed: _ ☐ Attack & save ☐ Half maximum ☐ Speed drops t	e disadvantage n HP:	_ HP

\_ Survival (Wis)

EQUIPMENT & TREASURE

☐ Half maximum HP: \_\_\_\_\_ HP
☐ Speed drops to zero
☐ Death

INSPIRATION ♦

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

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BACKGROUND

ALIGNMENT

Swords (1) Sorceries			
Scorceries	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR
NAME			
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1			
		ADDITIONAL FEATURES & TRAITS	
		ADDITIONAL PEATORES & TRAITS	
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PORTRAIT	{		
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}	}		
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		ADDITIONAL EQUIPMENT & TREASURE	
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FAITHS, FACTIONS & SYMBOLS	I	HISTORY & NOTES	

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