

# 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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### ATTACKS

Name	Atk Bonus	Damage/Type	Range/Properties

<h3>ARMOR</h3> <p>Base AC</p> <p>Name _____</p> <p>Stealth <input type="checkbox"/> Disadvantage</p>	
<h3>AC MODIFIERS</h3> <p>Modifier</p> <p>Name _____</p>	

HIT POINTS	TEMP
Max. _____	

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

### 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
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### FEATURES & PROFICIENCIES

### INSPIRATION

### PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

# Swords & Sorceries



NAME

PORTRAIT

FAITHS, FACTIONS & SYMBOLS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT & TREASURE

HISTORY & NOTES