

Swords & Sorceries



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|---------------|-------------------|------------|
| 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 |
|-------------------|-----------------------------------|------------|-------|

ATTACKS

| Name | Atk Bonus | Damage/Type | Range/Properties |
|------|-----------|-------------|------------------|
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| | | | |
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| | |
|---|--|
| <h3>ARMOR</h3> <p>Name _____ Base AC _____</p> <p>Stealth <input type="checkbox"/> Disadvantage</p> | |
| <h3>AC MODIFIERS</h3> <p>Name _____ Modifier _____</p> | |

FEATURES & PROFICIENCIES

| | |
|------------|------|
| HIT POINTS | TEMP |
| Max. _____ | |

| | |
|------------|--|
| HIT DICE | DEATH SAVES |
| 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 |
|----|----|----|----|----|

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