

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
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

FEATURES & PROFICIENCIES

HIT POINTS	TEMP
Max. _____	_____

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

CONDITIONS
EXHAUSTION LEVELS
<input type="checkbox"/> Ability check disadvantage <input type="checkbox"/> Half speed: _____ ft. <input type="checkbox"/> Attack & save disadvantage <input type="checkbox"/> Half maximum HP: _____ HP <input type="checkbox"/> Speed drops to zero <input type="checkbox"/> 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