

CLASS & LEVEL

BACKGROUND

STRENGTH _____

DEXTERITY _____

CONSTITUTION _____

INTELLIGENCE _____

WISDOM _____


CHARISMA _____

PASSIVE WISDOM (PERCEPTION) _____

CHARACTER NAME

EXP _____

ALIGNMENT _____



PROFICIENCY BONUS _____

INSPIRATION _____

RACE

PLAYER NAME


H.P. MAX _____

CURRENT HIT POINTS _____

TEMPORARY HIT POINTS _____

DEATH SAVES

EQUIPMENT & CURRENCY




OSTOYAN
GP _____
SP _____
CP _____


BURACH
GP _____
SP _____
CP _____

SOUTHERN KINGDOM
GP _____
SP _____
CP _____


INITIATIVE




ARMOR



SPEED



HIT DICE



TOTAL

SKILLS

ACROBATICS (DEX) () MEDICINE (WIS) ()

ANIMAL HANDLING (WIS) () NATURE (INT) ()

ARCANA (INT) () PERCEPTION (WIS) ()

ATHLETICS (STR) () PERFORMANCE (CHA) ()

DECEPTION (CHA) () PERSUASION (CHA) ()


HISTORY (INT) () RELIGION (INT) ()

INSIGHT (WIS) () SLEIGHT OF HAND (DEX) ()

INTIMIDATION (CHA) () STEALTH (DEX) ()

INVESTIGATION (INT) () SURVIVAL (WIS) ()

FEATURES & TRAITS



TOOLS, PROFICIENCIES & LANGUAGES


NAME	ATTACK BONUS	DAMAGE TYPE

PERSONALITY


BONDS

IDEALS

FLAWS



ATTACKS & SPELLCASTING



CHARACTER NAME

CLASS & LEVEL

SKIN

EYES

HAIR

HEIGHT

WEIGHT

CHARACTER BACKSTORY

ADVANCED BACKGROUND

FACTION

RANK

- 1.
- 2.
- 3.
- 4.

TRANSFORMATION

TYPE:

LEVEL:

SAVE DC:

LEVEL	BOON	LEVEL	FLAW
1		1	
		2	
2		3	
3		4	
4			

TREASURE

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING CLASS

SANGROMANCY POOL

Progress bar with 20 circles

0

CANTRIPS

6 horizontal lines for level 0 spells

3

18 horizontal lines for level 3 spells

6

12 horizontal lines for level 6 spells

SPELL LEVEL SLOTS TOTAL SLOTS EXTENDED

1

PREPARED SPELL NAME

24 horizontal lines for level 1 spells

4

26 horizontal lines for level 4 spells

7

16 horizontal lines for level 7 spells

2

22 horizontal lines for level 2 spells

5

16 horizontal lines for level 5 spells

8

12 horizontal lines for level 8 spells

9

12 horizontal lines for level 9 spells

SPELLS KNOWN



COMPANION NAME

CREATURE	BONDED TO	CREATURE SIZE
CREATURE ALIGNMENT	WEIGHT	CREATURE TYPE

_____ WALK
 _____ FLY
 _____ SWIM
 _____ CLIMB
 _____ BURROW
SPEEDS

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

_____ STRENGTH
 _____ DEXTERITY
 _____ CONSTITUTION
 _____ INTELLIGENCE
 _____ WISDOM
 _____ CHARISMA
SAVING THROWS

ARMOR CLASS

SUCCESSES
 FAILURES

DEATH SAVES

DAMAGE IMMUNITIES, RESISTANCES & VULNERABILITIES

I	R	V	BLUDGEONING	I	R	V	PSYCHIC
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PIERCING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	NECROTIC
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	RADIANT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SLASHING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LIGHTNING
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	THUNDER
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	COLD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FORCE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	FIRE				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	POISON				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ACID				

INITIATIVE

BLIND PARALYZE
 CHARM PETRIFY
 DEAFEN POISON
 FRIGHTEN PRONE
 GRAPPLE RESTRAIN
 INCAPACITATE STUN
CONDITION IMMUNITIES

HIT POINTS

TEMPORARY HIT POINTS

PASSIVE WISDOM (PERCEPTION)

SKILLS

<input type="checkbox"/> _____ ACROBATICS (DEX)	<input type="checkbox"/> _____ INSIGHT (WIS)	<input type="checkbox"/> _____ PERFORMANCE (CHA)
<input type="checkbox"/> _____ ANIMAL HANDLING (WIS)	<input type="checkbox"/> _____ INTIMIDATION (CHA)	<input type="checkbox"/> _____ PERSUASION (CHA)
<input type="checkbox"/> _____ ARCANA (INT)	<input type="checkbox"/> _____ INVESTIGATION (INT)	<input type="checkbox"/> _____ RELIGION (INT)
<input type="checkbox"/> _____ ATHLETICS (STR)	<input type="checkbox"/> _____ MEDICINE (WIS)	<input type="checkbox"/> _____ SLEIGHT OF HAND (DEX)
<input type="checkbox"/> _____ DECEPTION (CHA)	<input type="checkbox"/> _____ NATURE (INT)	<input type="checkbox"/> _____ STEALTH (DEX)
<input type="checkbox"/> _____ HISTORY (INT)	<input type="checkbox"/> _____ PERCEPTION (WIS)	<input type="checkbox"/> _____ SURVIVAL (WIS)

SENSES

_____ BLINDSIGHT
 _____ DARKVISION
 _____ TREMORSENSE
 _____ TRUESIGHT

CURRENT CARRY LOAD	CARRYING CAPACITY
ARMOR	WEIGHT AC
LOAD	

NAME	ATK BONUS	DAMAGE/TYPE

ACTIONS

TRAITS