



### Character Name

## Ability Scores

Strength

SAVE

☐ Prof

Mod+/- +/(de)buff

○ Constitution ○

SAVE

☐ Prof

Mod+/-      +/-(de)buff

Intelligence


SAVE

☐ Prof

Mod+/-      +/-(de)buff


**Proficiency Bonus**

## Initiative



Size

Speed

Current Hit Points	
Hit Dice	Maximum Hit Points
Total _____	

### Temporary Hit Points

**Death Saves**  
 Successes ☐ ☐ ☐  
 Failures ☐ ☐ ☐

[illegible]

Supply	
Max Carried	<input type="text"/>





Destiny \_\_\_\_\_

Source of Inspiration:

**Inspiration Feature:**

**Fulfillment Feature:**

## Skills

Passive Stealth 	Passive Insight 	Passive Perception 	Passive 		
Skill	Specialty	Expertise Die	Skill	Specialty	Expertise Die
<input type="checkbox"/> Acrobatics _____	_____	_____	<input type="checkbox"/> Medicine _____	_____	_____
<input type="checkbox"/> Animal Handling _____	_____	_____	<input type="checkbox"/> Nature _____	_____	_____
<input type="checkbox"/> Arcana _____	_____	_____	<input type="checkbox"/> Perception _____	_____	_____
<input type="checkbox"/> Athletics _____	_____	_____	<input type="checkbox"/> Performance _____	_____	_____
<input type="checkbox"/> Culture _____	_____	_____	<input type="checkbox"/> Persuasion _____	_____	_____
<input type="checkbox"/> Deception _____	_____	_____	<input type="checkbox"/> Religion _____	_____	_____
<input type="checkbox"/> Engineering _____	_____	_____	<input type="checkbox"/> Sleight of Hand _____	_____	_____
<input type="checkbox"/> History _____	_____	_____	<input type="checkbox"/> Stealth _____	_____	_____
<input type="checkbox"/> Insight _____	_____	_____	<input type="checkbox"/> Survival _____	_____	_____
<input type="checkbox"/> Intimidation _____	_____	_____	<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> Investigation _____	_____	_____	<input type="checkbox"/> _____	_____	_____

## Tool Proficiencies

## Attacks & Spellcasting

[illegible]



## Languages & Other Proficiencies

### Character Name

## Features & Traits

[illegible]

## Combat Maneuvers

**# Maneuvers Known:** \_\_\_\_\_

**Traditions Known:** \_\_\_\_\_

## Maneuver Save DC

8 + PROFICIENCY + STR/DEX BONUS

## Exertion Points

2 x PROFICIENCY BONUS

### Maneuver

### Exertion Cost

## Activation

pg #

[illegible]

## Exploration Knacks

[illegible]



Age

Height

Weight

Eyes

Skin

Hair

Character Name

## Character Appearance

## Followers & Strongholds

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Type: \_\_\_\_\_

Type: \_\_\_\_\_

Ability: \_\_\_\_\_

Ability: \_\_\_\_\_

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Type: \_\_\_\_\_

Type: \_\_\_\_\_

Ability: \_\_\_\_\_

Ability: \_\_\_\_\_

## Character Backstory

## Allies & Organizations

## Equipment

Wt.

Item

Properties

## Bulky Items

Maximum Bulky Items

## Treasure

C.P.

S.P.

E.P.

G.P.

P.P.



Character Name \_\_\_\_\_

**Spell Save DC**

8 + MODIFIER + PROFICIENCY

**Spell Attack Bonus**

MOD + PROFICIENCY

SORCERER/WARLOCK

**Spell Points**

LVL  
**0**

**Cantrips**

SLOTS

LVL  
**3**

KNOWN

SLOTS

EXPENDED

SP **5**

LVL  
**6**

KNOWN

SLOTS

EXPENDED

LVL  
**1**

KNOWN

SLOTS

EXPENDED

SP **2**

LVL  
**4**

KNOWN

SLOTS

EXPENDED

SP **6**

LVL  
**7**

KNOWN

SLOTS

EXPENDED

LVL  
**2**

KNOWN

SLOTS

EXPENDED

SP **3**

LVL  
**5**

KNOWN

SLOTS

EXPENDED

SP **7**

LVL  
**8**

KNOWN

SLOTS

EXPENDED

LVL  
**9**

KNOWN

SLOTS

EXPENDED



LVL  
**0**

Cantrips

pg #

pg #

pg #

pg #

pg #

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LVL  
**1**

# 1st Level Spells

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LVL  
2

## 2nd Level Spells

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LVL  
**3**

# 3rd Level Spells

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LVL  
4

# 4th Level Spells

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LVL  
5

# 5th Level Spells

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LVL  
**6**

# 6th Level Spells

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LVL  
7

# 7th Level Spells

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LVL  
**8**

# 8th Level Spells

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LVL  
**9**

# 9th Level Spells

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