

LEVEL / XP

BACKGROUND

CHARACTER NAME

CLASS & LEVEL

INSPIRATION

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

SPEED

AC

INITIATIVE

ALIGNMENT

ROUND COUNTER

1 Min

ACTIVE EFFECTS

RESOURCE TRACKER

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

HP MAX

HP

TEMP HP

MAX HIT DIE

Death Saves

CURRENT HIT DIE

QUICK NOTES

ATTACK	HIT	DAMAGE

EQUIPMENT

COPPER	SILVER	GOLD	PLATINUM

FEATURES & ABILITIES

PASSIVE PERCEPTION

PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES

© Mythbound. Custom resources, themes and more at [Mythbound.co.uk](https://mythbound.co.uk)



CHARACTER NAME

BACKGROUND & MOTIVATIONS

Ideals, Bonds, Flaws & Allies

CHARACTER APPEARANCE

HEIGHT

AGE

WEIGHT

NOTES

LONG REST

.....

.....

.....

.....

SHORT REST

.....

.....

.....

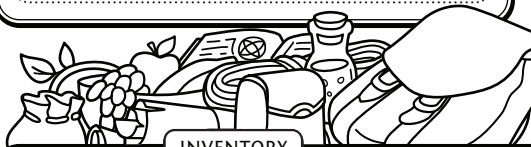
.....

ATTUNED ITEMS

.....

.....

.....



INVENTORY

ITEM NAME

AMOUNT

.....
.....
.....
.....
.....
.....
.....
.....
.....
.....