

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

.....

.....

.....

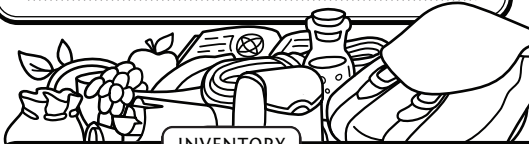
.....

ATTUNED ITEMS

.....

.....

.....



INVENTORY

ITEM NAME

AMOUNT

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