LEVEL / XP   BACKGROUND   CLASS & LEVEL   INSPIRATION

CHARACTER NAME

RACE   ALIGNMENT

STRENGTH   DEXTERITY   CONSTITUTION

                         AC
              SPEED   INITIATIVE

Save   Save   Save

                         HP
                                                    ROUND COUNTER
                                                                        1 Min
                    HP MAX   TEMP HP

                                                    ACTIVE EFFECTS

INTELLIGENCE WISDOM   CHARISMA

                                                    RESOURCE TRACKER

Save   Save   Save
                    MAX HIT DIE   Death   CURRENT
                                   Saves   HIT DIE

⚐ ◯◯ .... Acrobatics (DEX)
🐾 ◯◯ .... Animal Handling (WIS)   QUICK NOTES
🜂 ◯◯ .... Arcana (INT)
♘ ◯◯ .... Athletics (STR)
☺ ◯◯ .... Deception (CHA)
📖 ◯◯ .... History (INT)   ATTACK   HIT   DAMAGE
♞ ◯◯ .... Insight (WIS)
👀 ◯◯ .... Intimidation (CHA)
🔍 ◯◯ .... Investigation (INT)   FEATURES & ABILITIES
✚ ◯◯ .... Medicine (WIS)
✿ ◯◯ .... Nature (INT)
◎ ◯◯ .... Perception (WIS)
🧍 ◯◯ .... Performance (CHA)
◗ ◯◯ .... Persuasion (CHA)
✦ ◯◯ .... Religion (INT)
✋ ◯◯ .... Sleight of Hand (DEX)
☀ ◯◯ .... Stealth (DEX)   EQUIPMENT
⛺ ◯◯ .... Survival (WIS)
     ◯◯   COPPER   SILVER   GOLD   PLATINUM

         PASSIVE PERCEPTION

         PROFICIENCY BONUS

LANGUAGES & PROFICIENCIES

© Mythbound. Custom resources, themes and more at Mythbound.co.uk

CHARACTER APPEARANCE

HEIGHT   AGE   WEIGHT

LONG REST

SHORT REST

ATTUNED ITEMS

BACKGROUND & MOTIVATIONS

Ideals, Bonds, Flaws & Allies

NOTES

INVENTORY

		ITEM NAME	AMOUNT