

LEVEL / XP

BACKGROUND

CHARACTER NAME

CLASS & LEVEL

INSPIRATION

STRENGTH

Save

DEXTERITY

Save

RACE

CONSTITUTION

Save

HP MAX

HP

TEMP HP

AC

SPEED

INITIATIVE

HP MAX

Death Saves

CURRENT HIT DIE

ALIGNMENT

ROUND COUNTER

ACTIVE EFFECTS

INTELLIGENCE

Save

WISDOM

Save

CHARISMA

Save

RESOURCE TRACKER

Acrobatics (DEX)

Animal Handling (WIS)

Arcana (INT)

Athletics (STR)

Deception (CHA)

History (INT)

Insight (WIS)

Intimidation (CHA)

Investigation (INT)

Medicine (WIS)

Nature (INT)

Perception (WIS)

Performance (CHA)

Persuasion (CHA)

Religion (INT)

Sleight of Hand (DEX)

Stealth (DEX)

Survival (WIS)

QUICK NOTES

ATTACK

HIT

DAMAGE

EQUIPMENT

COPPER

SILVER

GOLD

PLATINUM

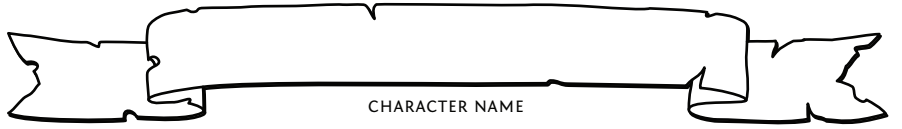
FEATURES & ABILITIES

LANGUAGES & PROFICIENCIES

PASSIVE PERCEPTION

PROFICIENCY BONUS

© 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

LONG REST

.....

.....

.....

.....

.....

SHORT REST

.....

.....

.....

.....

.....

ATTUNED ITEMS

.....

.....

.....

NOTES

INVENTORY

ITEM NAME

AMOUNT

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....