

A DEAD MAN'S GUIDE TO Dragongrin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

HERITAGE

CULTURE

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

INSPIRATION

DEXTERITY

PROFICIENCY BONUS

CONSTITUTION

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

INTELLIGENCE

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)

SKILLS

WISDOM

CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

HERITAGE TRAITS & FOCUS

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
| | | |
| | | |
| | | |

ATTACKS & SPELLCASTING

CULTURAL TRAITS & FOCUS

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

GP WRAITHS

SP NAILS

CP HOUNDS

EQUIPMENT

CLASS TRAITS & DETAILS

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AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

GENDER

DOMINION OF ASH

CLASS BY CULTURE:

CLASS BEGINNINGS:

CLASS HALLMARK:

CLASS MANIFEST:

CLASS FACTION / GROUP:

CLASS STORY DETAILS

INFAMY

PERSONALITY TRAITS

FLAWS

BURDENS

HOPES

ADDITIONAL CLASS INFORMATION

FEATURE:

UNIQUE ELEMENT:

CHARGE / TROUBLE:

PECULIARITY:

BACKGROUND

CHARACTER BACKSTORY

CHARACTER CONNECTIONS

ADDITIONAL CHARACTER DETAILS

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SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

SPELLCASTING CLASS

0

CANTRIPS

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

4

7

5

8

9

SPELLS KNOWN