

A DEAD MAN'S GUIDE TO dragongrin

CLASS & LEVEL	BACKGROUND	PLAYER NAME
HERITAGE	CULTURE	EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

SKILLS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma
- 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)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL HIT DICE

SUCCESSES DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

HERITAGE TRAITS & FOCUS

CULTURAL TRAITS & FOCUS

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

GP WRAITHS

SP NAILS

CP HOUNDS

EQUIPMENT

CLASS TRAITS & DETAILS

A DEAD MAN'S GUIDE TO dragongrin

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

A DEAD MAN'S GUIDE TO dragongrin

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