

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

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma
 SAVING THROWS

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

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

HERITAGE TRAITS & FOCUS

CULTURAL TRAITS & FOCUS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

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

