

STRENGTH

Score

MODIFIER

— SAVING THROW

— Athletics

DEXERITY

Score

MODIFIER

— SAVING THROW

— Acrobatics

— Sleight of Hand

— Stealth

CONSTITUTION

Score

MODIFIER

— SAVING THROW

INTELLIGENCE

Score

MODIFIER

— SAVING THROW

— Arcana

— History

— Investigation

— Nature

— Religion

WISDOM

Score

MODIFIER

— SAVING THROW

— Animal Handling

— Insight

— Medicine

— Perception

— Survival

Passive

CHARISMA

Score

MODIFIER

— SAVING THROW

— Deception

— Intimidation

— Performance

— Persuasion

PROFICIENCY BONUS

INITIATIVE

LEVEL

XP

INSPIRATION

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

SPEED

SIZE

WEAPONS, CANTRIPS & DAMAGE

| Name | Atk Bonus/DC | Damage & Type | Notes |
|------|--------------|---------------|-------|
|      |              |               |       |
|      |              |               |       |
|      |              |               |       |
|      |              |               |       |
|      |              |               |       |

CLASS FEATURES

HIT POINTS

CURRENT

TEMP

MAX

CONDITIONS

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES

SPECIES TRAITS

ARMOR CLASS

SHIELD[S]

BACKSTORY & PERSONALITY

Alignment

LANGUAGES





FATEWEAVING

DARK BARGAINS

Thread of Fate: \_\_\_\_\_

FATEWEAVING NOTES

BARGAIN 1

BARGAIN 2

BARGAIN 3

FATEWEAVING REWARDS \_\_\_\_\_

CURSE

NOTES

