

CHARACTER NAME

BLADES & BLASTERS

PLAYER NAME

CLASS/LEVEL

SUBCLASS

EXPERIENCE

NEXT LEVEL

ALIGNMENT

BACKGROUND

RACE

PATRON/DEITY

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

STRENGTH

- ☐ _____ SAVING THROWS
☐ _____ Athletics

DEXTERITY

- ☐ _____ SAVING THROWS
☐ _____ Acrobatics
☐ _____ Sleight of Hand
☐ _____ Stealth

CONSTITUTION

- ☐ _____ SAVING THROWS

INTELLIGENCE

- ☐ _____ SAVING THROWS
☐ _____ Arcana
☐ _____ History
☐ _____ Investigation
☐ _____ Nature
☐ _____ Religion

WISDOM

- ☐ _____ SAVING THROWS
☐ _____ Animal Handling
☐ _____ Insight
☐ _____ Medicine
☐ _____ Perception
☐ _____ Survival

CHARISMA

- ☐ _____ SAVING THROWS
☐ _____ Deception
☐ _____ Intimidation
☐ _____ Performance
☐ _____ Persuasion

ARMOR
CLASS

INITIATIVE

SPEED

CURRENT HP

TEMPORARY HP

HIT DICE

Total _____

DEATH SAVES

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

- ☐ Platinum (pp)
1pp = 10gp
- ☐ Gold (gp)
1gp = 2ep
- ☐ Electrum (ep)
1ep = 5sp
- ☐ Silver (sp)
1sp = 10cp
- ☐ Copper (cp)

PROFICIENCIES & LANGUAGES

PROFICIENCY BONUS

PASSIVE PERCEPTION

INSPIRATION

ATTACKS & SPELLCASTING

ACTIONS & BONUS ACTIONS

CHARACTER NAME

FEATURES & TRAITS

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

INVENTORY & TREASURE

CHARACTER NAME

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O	CANTRIPS

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7	Slots Total	Slots Expended
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Prepared	Spell Name
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☐ _____
☐ _____
☐ _____
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9	Slots Total	Slots Expended
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Prepared	Spell Name
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☐ _____