

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

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)

PROFICIENCY BONUS

PASSIVE PERCEPTION

INSPIRATION

## PROFICIENCIES & LANGUAGES

## ATTACKS & SPELLCASTING

## ACTIONS & BONUS ACTIONS

CHARACTER NAME

FEATURES & TRAITS

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

INVENTORY & TREASURE

