

CHARACTER NAME

CLASS & LEVEL      ORIGIN      PLAYER NAME

BACKSTORY      MEMORY      DRIVE POINTS

STRENGTH

PROFICIENCY BONUS      PASSIVE PERCEPTION

ARMOUR CLASS

INITIATIVE

SPEED

FEATURES

DEXTERITY

SAVING THROWS

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

Base Position      Combat Position Pool

POSITION

CONSTITUTION

SKILLS

- 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

Total

POSITION DICE

Current      Spent

SOULS

INTELLIGENCE

Weapons

Name

Special Ability

Name

Special Ability

WISDOM

CHARISMA

BLOODIED ABILITY

Armour

Name

Special Ability

Shield

Name

WEAPONS, ARMOUR & SHIELDS

ATT      Spell Title

Casts      Damage

Casts      Damage

Casts      Damage

Casts      Damage

SPILLS

NOTES

EQUIPMENT

Item      No.      Healing

Estus Flask

Healer's Kit

Green Blossom

Purple Moss

Bug Pills

CONSUMABLES