

Character Name

ALIGNMENT

RACE

CLASS

BACKGROUND

LEVEL

EXPERIENCE

SUBCLASS

FACTION

ARMOR CLASS

HIT POINTS

HIT DICE

INITIATIVE

SPEED

INSPIRATION

Armor

Total

Current

Total

PASSIVE WISDOM

VISION

PROFICIENCY BONUS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Mod Score ○ Save

Mod Score ○ Save

Mod Score ○ Save

Mod Score ○ Save

Mod Score ○ Save

Mod Score ○ Save

○ Athletics
..... Carrying Capacity

○ Acrobatics
○ Sleight Of Hand
○ Stealth
○ Thieves' Tools

○ Arcana
○ History
○ Investigation
○ Nature
○ Religion

○ Animal Handling
○ Insight
○ Medicine
○ Perception
○ Survival

○ Deception
○ Intimidation
○ Performance
○ Persuasion

DEATH SAVES

Success



Fails



EXHAUSTION



Spellcasting

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS



SPELL SLOTS
(Used | Total):

1

2

3

4

5

6

7

8

9

Combat

WEAPON ATTACK

ATK BONUS

DMG/TYPE

SPELL ATTACK

ATK BONUS

DMG/TYPE



Delerium

CONTAMINATION LEVEL



Chip

Fragment

Shard

Geode

MUTATIONS

MADNESS

Features & Traits

Other Proficiencies & Languages

COIN

CP

SP

EP

GP

PP

EQUIPMENT

DUNGEONS
DRAKKENHEIM

Spellcasting Class

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 Cantrips

3

6

Spell Level Slots Total Slots Expended

1

Prepared

Spell Name

Spells Known

4

7

8

2

5

9

Character Name

Factions of Drakkenheim



THE AMETHYST ACADEMY

Key Contact Name

Contact's Rank

Faction Reputation

Boons



THE FOLLOWERS OF THE FALLING FIRE

Key Contact Name

Contact's Rank

Faction Reputation

Boons



THE HOODED LANTERNS

Key Contact Name

Contact's Rank

Faction Reputation

Boons



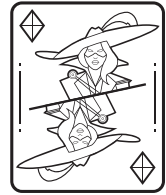
KNIGHTS OF THE SILVER ORDER

Key Contact Name

Contact's Rank

Faction Reputation

Boons



QUEEN'S MEN

Key Contact Name

Contact's Rank

Faction Reputation

Boons

Physical Traits

Height

Weight

Gender

NOTABLE CHARACTERISTICS

Personality Traits

IDEALS

BONDS

FLAWS

Character Backstory

Notes

