GRIMRUNE

CHARACTER NAME

CLASS	RACE
PRIMARY	GENDER
SECONDARY	
PROFESSION	DEITY

LEVEL

STRENGTH | DEXTERITY | CONSTITUTION | INTELLIGENCE | WISDOM | CHARISMA | PROFICIENCY BONUS | WALKING SPEED | INITIATIVE

SAVING THROWS

_____ Strength
_____ Dexterity
_____ Constitution
_____ Intelligence
_____ Wisdom
_____ Charisma

MAX HP | TEMP HP

HP

PASSIVE PERCEPTION

HIT DICE

AC

FAILURE
SUCCESS

DEATH SAVES

CONDITIONS & EFFECTS

FAVORS

ODR (Inspiration)

HEPPENA (Luck)

BELZUN (Hero)

SKILLS

___ ___Athetics (STR)
___ ___Acrobatics (DEX)
___ ___Stealth (DEX)
___ ___Survival (WIS)
___ ___Perception (WIS)
___ ___Insight (WIS)
___ ___Investigation (INT)
___ ___Nature (INT)
___ ___Persuasion (CHA)
___ ___Intimidation (CHA)
___ ___Arcana (INT)
___ ___Animal Handing (WIS)
___ ___History (INT)
___ ___Medicine (WIS)
___ ___Religion (INT)
___ ___Slight of Hand (DEX)
___ ___Performance (CHA)
___ ___Deception (CHA)

WAGE DICE

CURRENCY

ARMOR & WEAPONS

TOOLS

LANGUAGES

PROFICIENCIES & LANGUAGE

QUICK REFERENCE

COMBAT

ATTACK / SPELL	TO HIT / SAVE	DAMAGE	NOTES

FEATURES & ABILITIES

EQUIPMENT

INVENTORY

CONTAINERS

TOOLS

TREASURE

ALCHEMIST SATCHEL

MAGIC ITEMS

WEAPONS

ARMOR & SHIELDS

QUEST ITEMS

SALVAGE

MISCELLANEOUS

Rope:

Torches:

Carry Weight: _____/_____

SAGE'S SPELLBOOK

ACTIVE SPELLS

SAGE NOTES

LEVEL 1 SPELLS

LEVEL 2 SPELLS

LEVEL 4 SPELLS

LEVEL 10 SPELLS

LEVEL 16 SPELLS

LEVEL 6 SPELLS

LEVEL 12 SPELLS

LEVEL 18 SPELLS

LEVEL 8 SPELLS

LEVEL 14 SPELLS

LEVEL 20 SPELLS

APPEARENCE, ARMOR, PESONALITY DETAILS

HELMET

NECK

BACK

CHEST

LEGS

RIGHT HAND

HAIR

EYES

FACIAL HAIR

CASUAL SHIRT/DRESS

CASUAL PANTS/SHOES

LEFT HAND

ARMOR NOTES

PERSONAL DETAILS

RACE

GENDER

HEIGHT

WEIGHT

PERSONALITY TRAITS

APPEARENCE NOTES

PERSONALITY NOTES

Biography or Notes