

JOURNEY TO RAGNAROK

CLASS & LEVEL _____ BACKGROUND _____ PLAYER NAME _____ CLAN _____

RACE _____ ALIGNMENT _____ EXPERIENCE POINTS _____

CHARACTER NAME _____

STRENGTH

INSPIRATION

INITIATIVE

ARMOR CLASS

SPEED

PASSIVE WISDOM (PERCEPTION)

PROFICIENCY BONUS

PASSIVE WISDOM (ASATRU)

DEXTERITY

STR INT

DEX WIS

CON CHA

SAVING THROWS

RESISTANCES

HIT POINTS

Temporary Hit Points _____

CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR	_____
SHIELD	_____
MAGIC	_____
MISC.	_____

ARMOR

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

CONSTITUTION

INTELLIGENCE

EXP THROU

Acrobatics (Dex)

Animal Handling (Wis)

Asatru (Wis)

Arcana (Int)

Atletica (For)

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)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ACTIONS

WISDOM

CHARISMA

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ATTACKS: WEAPONS & CANTRIPS

LANGUAGES	TOOLS & OTHERS
_____	_____
_____	_____
_____	_____
_____	_____

ARMORS

Light Medium Heavy Shields

WEAPONS

Simple Martial Others

PROFICIENCIES & LANGUAGES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

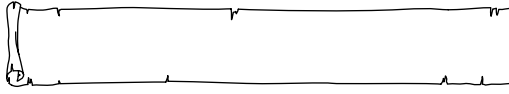
GP _____

SP _____

CP _____

EQUIPMENT

JOURNEY TO RAGNAROK



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

CLAN

ALLIES

BACKGROUND

RACE FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATS

JOURNEY TO RAGNAROK

Lined area for writing class features.

CLASS FEATURES

Lined area for writing notes.

NOTES

JOURNEY TO RAGNAROK

SPELL/CANTRIP	LEVEL	TIME	SAVE	DURATION	RANGE	COMP.	SCHOOL	REF.
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DESCRIPTION

SPELLS