

THE CHRONICLES OF CASTLE WHITEROCK

Character _____
 Player _____



Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
○ bonus save	○ bonus save	○ bonus save	○ bonus save	○ bonus save	○ bonus save

Class _____

Saving Throws

Species _____ Gender _____ Alignment _____ Level _____ Adventures Completed

HIT DICE

Total

Used

Max Current

Hit Points

Armor Class

Initiative

Speed

HEROIC INSPIRATION

TRAITS & FEATURES

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

ARMOR (○ Light ○ Med. ○ Heavy ○ Shield)

Name	AC	Weight

WEAPONS (○ Simple ○ Martial)

Name	Atk bonus	Damage /Type	Range

COMBAT NOTES

CHECKS

Passive Perception

Passive Investigation

PROFICIENCIES

EQUIPMENT & MONEY

○ gp ○ ○ ○

Item Name	wt	Item Name	wt	Item Name	wt

Total Equipment Weight:

Personality Traits

Ideals

Appearance
Age Hair
Height Eyes
Weight Skin

Bonds

Flaws

LANGUAGES

Back story _____
Background _____

Spellcasting Ability

Spell Save DC

Spell Attack Bonus



CANTRIPS

1

Slots Available

Slots Expended



2

Slots Available

Slots Expended



3

Slots Available

Slots Expended



4

Slots Available

Slots Expended



5

Slots Available

Slots Expended



6

Slots Available

Slots Expended



7

Slots Available

Slots Expended



8

Slots Available

Slots Expended



9

Slots Available

Slots Expended



