DICEBOUND CHRONICLES

Adventurer Record

Every roll. Every choice. Every story.

PORTRAIT / CHARACTER SKETCH

CHARACTER NAME	PLAYER	CLASS & LEVEL

ANCESTRY	BACKGROUND	ALIGNMENT

ARMOR CLASS	MAX HP	CURRENT HP	TEMP HP

SPEED	INITIATIVE	PROFICIENCY	LEVEL / XP

STR	DEX	CON	INT	WIS	CHA
MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER	MODIFIER

INSPIRATION	PASSIVE PERCEPTION	HIT DICE	DEATH SAVES	SPELL SAVE DC	SPELL ATTACK
			Success / Failure		

SAVING THROWS & SKILLS

ATTACKS, SPELLS & ABILITIES

EQUIPMENT, CURRENCY & BOUND DICE

LANGUAGES & PROFICIENCIES

CONDITIONS & RESOURCES

PERSONALITY, IDEALS, BONDS & FLAWS

Skip to the chronicle

Chronicle & Professions

The world remembers what you make.

Backstory & Campaign Notes

Quests, NPCs & Discoveries

Recipes, Materials & Rare Finds

Profession Progression

Profession	Level	XP	Specialty / Tool

Gathered Materials & Quantities

Crafting Projects & Required Stations

Cooked Meals, Buffs & Durations

Fishing — d6 Catch Roll

1–3: The fish gets off the hook. Cast again.

4–6: Catch secured; roll for rarity.

Cooking requires a campfire or town kitchen. Prepared fish may grant temporary health, mana, travel, or skill benefits.

Gathering — d6 Harvest Roll

First search the current region for a valid herb, wood, fiber, hide, ore, or fishing node.

1: Nothing. **2:** Half yield. **3–4:** Normal. **5:** Extra. **6:** Double.

Location, tools, profession level, weather, and rarity may affect what can be found.

Crafting Quick Guide

Know the recipe, collect its materials, meet the profession level, and use the required station.

Common stations: campfire, kitchen, workbench, forge, alchemy table, loom, and enchanting focus.

Record crafted quality, buffs, remaining materials, and profession XP above.

Skip to the chronicle

Spell & Ability Record

Prepared power, remembered clearly.

CLASS / TRADITION	CASTING ABILITY	SPELL SAVE DC	SPELL ATTACK	SLOTS / MANA / USES

CANTRIPS / AT-WILL ABILITIES

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

LEVEL 8

LEVEL 9

PREPARATION, COMPONENTS & ABILITY NOTES

Skip to the chronicle

Inventory & Treasure

What you carry shapes how you travel.

EQUIPPED ITEMS

CARRIED ITEMS

CONSUMABLES

CRAFTING MATERIALS

QUEST ITEMS

VALUABLES & TRADE GOODS

CURRENCY

BOUND DICE COLLECTION

WEIGHT / ENCUMBRANCE / CONTAINERS

INVENTORY NOTES

Skip to the chronicle

Companions & Party

No legend is carried alone.

NAME	ROLE / CLASS	HP	AC	LOYALTY

PERSONALITY

GOAL / BOND

ABILITIES & TACTICS

INVENTORY

NAME	ROLE / CLASS	HP	AC	LOYALTY

PERSONALITY

GOAL / BOND

ABILITIES & TACTICS

INVENTORY

NAME	ROLE / CLASS	HP	AC	LOYALTY

PERSONALITY

GOAL / BOND

ABILITIES & TACTICS

INVENTORY

NAME	ROLE / CLASS	HP	AC	LOYALTY

PERSONALITY

GOAL / BOND

ABILITIES & TACTICS

INVENTORY

PARTY BONDS & RELATIONSHIPS

FORMATION & GROUP TACTICS

COMPANION NOTES