

CHARACTER NAME

RACE BACKGROUND
ALIGNMENT EXPERIENCE POINTS

ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION
INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED
Hit Point Maximum Temporary Hit Points
HIT DICE DEATH SAVES
Used Total SUCCESSES FAILURES

LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL
LEVEL

STRENGTH SAVING THROWS ATHLETICS
DEXTERITY SAVING THROWS ACROBATICS SLEIGHT OF HAND STEALTH
CONSTITUTION SAVING THROWS
INTELLIGENCE SAVING THROWS ARCANA HISTORY INVESTIGATION NATURE RELIGION
WISDOM SAVING THROWS ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
CHARISMA SAVING THROWS DECEPTION INTIMIDATION PERFORMANCE PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

Used Total

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

PROFICIENCIES LANGUAGES
LIGHT ARMOUR SIMPLE WEAPONS
MEDIUM ARMOUR MARTIAL WEAPONS
HEAVY ARMOUR SHIELDS
TOOLS & OTHER PROFICIENCIES