

ISKLØFT

CHARACTER NAME	CLASS/LEVEL	PLAYER
ÆTT	BACKGROUND	EXPERIENCE

ATTRIBUTES

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

INSPIRATION

SAVING THROWS

___ Strength

___ Dexterity

___ Constitution

___ Intelligence

___ Wisdom

___ Charisma

SKILLS

___ Acrobatics (DEX)

___ Animal Handling (WIS)

___ Athletics (STR)

___ Deception (CHA)

___ Grit (CON)

___ Insight (WIS)

___ Intimidation (CHA)

___ Investigation (INT)

___ Lore-Wise (INT)

___ Perception (WIS)

___ Performance (CHA)

___ Persuasion (CHA)

___ Sailing (WIS)

___ Seith-Wise (INT)




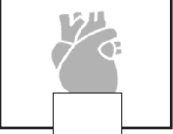
___ Sleight of Hand (DEX)

___ Stealth (DEX)

___ Traditions (WIS)

___ World-Wise (WIS)

___ Wound-Wise (WIS)

INITIATIVE	SPEED
	
ARMOUR CLASS	HITPOINTS
	

TEMPORARY HIT POINTS

PASSIVE PERCEPTION

DEATH SAVES

SUCCESS ○○○

FAIL ○○○

HIT DICE

WOUNDS & LINGERING INJURIES

EXHAUSTION LEVEL

0 1 2 3 4 5

SUPPLY LEVEL

5 4 3 2 1

COIN

ATTACKS

NAME	ATTACK	DAMAGE	RANGE

EQUIPMENT

CLASS

FEATURES, TRAITS & HEFÐIR

BACKGROUND

FEATURES & TRAITS

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FEATURES & TRAITS

PROFICIENCIES & LANGUAGES