

Timestamp	Untitled Question
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Character Name

Class & Level

Background

Player
Medium

Character Name

Race

Alignment

Size

Proficiency
+2

- Saving Throws
- 1 Strength
 - 1 Dexterity
 - 1 Constitution
 - 1 Intelligence
 - 1 Wisdom
 - 1 Charisma

Armor Class
10

Initiative
-1

Speed
30 feet

Experience
0

Strength
8 | **-1**

Hit Points | Max

Dexterity
8 | **-1**

- Skills
- 1 Acrobatics (Dex)
 - 1 Animal Handling (Wis)
 - 1 Arcana (Int)
 - 1 Athletics (Str)
 - 1 Deception (Cha)
 - 1 History (Int)
 - 1 Insight (Wis)
 - 1 Intimidation (Cha)
 - 1 Investigation (Int)
 - 1 Medicine (Wis)
 - 1 Nature (Int)
 - 1 Perception (Wis)
 - 1 Performance (Cha)
 - 1 Persuasion (Cha)
 - 1 Religion (Int)
 - 1 Sleight of Hand (Dex)
 - 1 Stealth (Dex)
 - 1 Survival (Wis)

Temporary Hit Points / Effects

Constitution
8 | **-1**

Hit Dice

Death Saves

Successes			
Failures			

Intelligence
8 | **-1**

Attacks, Features, and Traits

Name	Type	Bonus	Special	Damage
■	Str			
■	Str			
■	Str			
■	Str			
■	Str			

Wisdom
8 | **-1**

Charisma
8 | **-1**

Additional Proficiencies

Languages:

Armor:

Weapons:

Tools:

Spell Attack Bonus: **+1**

Spell Save DC: **9**

Age

Height

Weight

Eyes

Skin

Hair

Detailed Features

Equipment and Treasure

<u>Platinum</u>	<u>Gold</u>	<u>Electrum</u>	<u>Silver</u>	<u>Copper</u>

Personality Traits

Ideals

Bonds

Flaws

