

**Lúthien**

CHARACTER NAME

**Fighter**

CLASS & LEVEL

**Elf**

RACE

**Folk Hero**

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

12

DEXTERITY

12

CONSTITUTION

9

INTELLIGENCE

5

WISDOM

12

CHARISMA

14

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
  - ☐ Dexterity
  - ☐ Constitution
  - ☐ Intelligence
  - ☐ Wisdom
  - ☐ Charisma

- 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 (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **19**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total  
**1d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

- Darkvision: Can see in darkness up to 60 feet, but only in grayscale.
- Fey Ancestry: Advantage against being charmed, immune to magical sleep.

FEATURES & TRAITS

EQUIPMENT



: Fighter

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

:10

SPELL SAVE DC

:2

SPELL ATTACK  
BONUS

0

CANTRIPS

Cantrips:

Spell Name, Spell Damage  
Spell Name, Spell Damage  
Spell Name, Spell Damage

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

3

6

7

8

9

4

5

SPELLS KNOWN