DUNGEONS & DRAGONS®

Breena

CHARACTER NAME

Rogue	Hermit	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Gnome		
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
12

INSPIRATION

PROFICIENCY BONUS

DEXTERITY
8

CONSTITUTION
16

INTELLIGENCE
10

WISDOM
12

CHARISMA
7

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)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **24**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ____
1d8

HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

- • Darkvision: Can see in darkness up to 60 feet, but only in grayscale.
- • Gnome Cunning: Advantage on saving throws against magic that affects Intelligence, Wisdom, or Charisma.

FEATURES & TRAITS

D&D

	:10	:2
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

Cantripss:
_____
_____
_____
_____
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SPELL LEVEL
SLOTS TOTAL   SLOTS EXPENDED

1

PREPAR

○ Spellss: SPELL NAME
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SPELLS KNOWN

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