

Lúthien

CHARACTER NAME

Warlock

CLASS & LEVEL

Elf

RACE

Soldier

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

7

DEXTERITY

13

CONSTITUTION

5

INTELLIGENCE

14

WISDOM

11

CHARISMA

6

INSPIRATION

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ 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 **13**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
1d8

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.

EQUIPMENT

FEATURES & TRAITS

