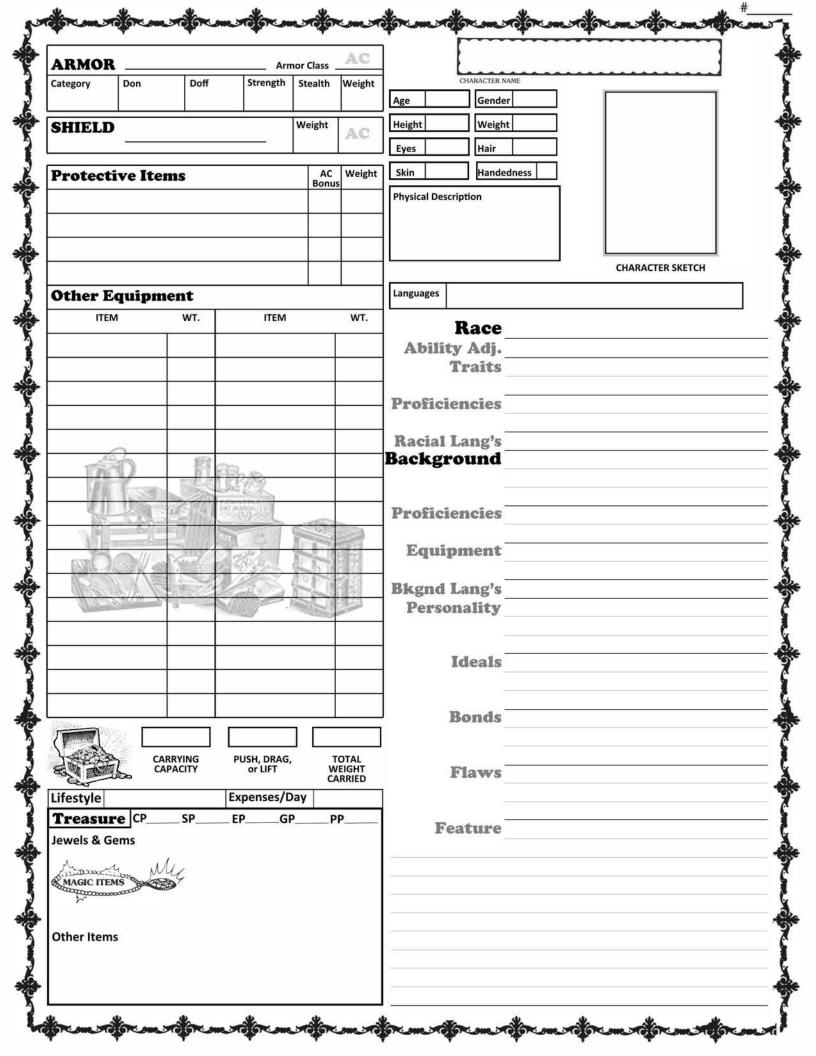
undiu	ns & Drag	UM2 91	5		1
yer Character F	Record	10 15 20 1		ARACTER NAME	
Player:	524 V 627 (21	20.00	Race		1
Campaign:	Character Creation	Date:	Alignment	Sex	Level
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	Size Age HIT	Height Weight	Speed Initiative
Score	Modifier Throws	CLASS	POINTS	Current Hit Points	Temporary Hit Points
STR					
DEX					Death Saves
CON					Pass 🔲 🔲 🖂
INT		Without Armor	Hit Dice	Available Hit Dice	Exhaustion
wis	□ Ad	vantages:		X	Level Effect
СНА	1 -	advantages:			☐1 DA on ability checks ☐2 Speed halved
3371	Passive Percep	100			□3 DA on attacks and save
Wis	Passive Percep	tion	20	PROFICIE	
	REACH or RANG	□ STR			22
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS:	<u>PROFICIEN</u>	SAVES:
+[	++	DAMAGE BONNIE	Dex -	Acrobatics 234	SAVES:
DAMAGE DICE [	$\exists \downarrow \qquad \downarrow \qquad \text{MISC.}$	DAMAGE BONUS	Wis	Animal Hndlg 2	
			Int 🗆	Arcana 🖂 🖟	TOOLS:
WEAPON	REACH or RANG	E TYPE ABILITY	Str 🗆	Athletics 2 1/4	
		□ STR □ DEX	Cha	Deception 21/2	WE A DONG.
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int  Wis	_ History ≥2½ Insight ≥2½	WEAPONS:
DAMAGE DICE [	□ ↓	DAMAGE BONUS	Cha	Intimidation	
	++=		Int 🗆	Investigation 21/4	
			Wis	Medicine 🖂	
WEAPON	REACH or RANG	□ □ STR		_ Nature 🖂	ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	- Cha	Perception 23/6 Performance 23/6	
+	++=[		Cha	Persuasion 22/2	
DAMAGE DICE [		DAMAGE BONUS	Int 🗆	Religion 234	OTHER:
			Dex	Sleight of Hand	1/2
WEAPON	REACH or RANG	E TYPE ABILITY	Dex	Stealth ×2 1/2	
TILATON	REACH OF RANG	STR	44.12	Survival 🖂	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	(Rogue)		(Monk)
DAMAGE DICE [	+	DAMAGE BONUS	Sneak Atta	ck Rages I	Ki Points Martial Arts
	++=[				
иммо 🔲	<u>1000</u> 00000 <u>000</u>	000000			
WEAPON	REACH or RANG	E TYPE ABILITY			
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	96 Va		
+[	++=[				
DAMAGE DICE	MISC.	DAMAGE BONUS			
			4		
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	AMMO	<u></u>			







Spel1	save	DC
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8 + proficiency bonus + Primary Ability modifier

**Spell attack modifier** proficiency bonus + Primary Ability modifier



We are the second	Spen Siots and Castings	
Number of Cantrips Known	1st 2nd 3rd 4th	5th 6th 7th 8th 9th
Spells Known or Available		Commercial Control of
Sorcery Points	Spellbook / Known S	pells
Level: Spell:	☐ Level:	Spell:
Description:	Descripti	on:
Level: Spell:	Level:	Spell:
Description:	Descripti	on:
Level: Spell:	Level:	Spell:
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