DUNGEONS & DRAGONS®

wersd	Rogue 1	Soldier	3weds
CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	Human		
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	9 (-1)
DEXTERITY	16 (3)
CONSTITUTION	13 (1)
INTELLIGENCE	15 (2)
WISDOM	11 (0)
CHARISMA	14 (2)

INSPIRATION

2 PROFICIENCY BONUS

○	-1	Strength
◉	5	Dexterity
○	1	Constitution
◉	4	Intelligence
○	0	Wisdom
○	2	Charisma

SAVING THROWS

○	3	Acrobatics (Dex)
○	2	Animal Handling (Wis)
○	2	Arcana (Int)
◉	1	Athletics (Str)
○	2	Deception (Cha)
○	2	History (Int)
○	0	Insight (Wis)
◉	4	Intimidation (Cha)
○	2	Investigation (Int)
○	2	Medicine (Wis)
○	2	Nature (Int)
○	0	Perception (Wis)
◉	4	Performance (Cha)
◉	4	Persuasion (Cha)
○	2	Religion (Int)
○	5	Sleight of Hand (Dex)
◉	5	Stealth (Dex)
○	0	Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

10 ARMOR CLASS

3 INITIATIVE

30 SPEED

Hit Point Maximum 9

9 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1 HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

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