≋≋⫯⫯◎ Benders

CHARACTER NAME

CLASS & LEVEL   BACKGROUND   PLAYER NAME

ALIGNMENT   EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

SAVING THROWS

- ○ ____ Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ○ ____ Athletics (Str)
- ○ ____ Deception (Cha)
- ○ ____ History (Int)
- ○ ____ Insight (Wis)
- ○ ____ Intimidation (Cha)
- ○ ____ Investigation (Int)
- ○ ____ Medicine (Wis)
- ○ ____ Nature (Int)
- ○ ____ Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Sleight of Hand (Dex)
- ○ ____ Spirituality (Wis)
- ○ ____ Stealth (Dex)
- ○ ____ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES

ARMOR CLASS   INITIATIVE   SPEED

Hit Point Maximum ____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ____   SUCCESSES ○—○—○
                    FAILURES ○—○—○

HIT DICE   **DEATH SAVES**

NAME   ATK BONUS   DAMAGE/TYPE

ATTACKS

CHI PER ATTACK   CHI EXHAUSTION PTS

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

# FORMS KNOWN	BENDING DIE	BENDING ABILITY	BENDING SAVE DC	BENDING ATTACK BONUS

FORM COST

1 chi

KNOWN FORM NAME

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5 chi

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FORMS AVAILABLE

2 chi

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6 chi

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