

Abigail

CHARACTER NAME

Druid 1

CLASS & LEVEL

Human

RACE

BACKGROUND

Neutral

ALIGNMENT

sam

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

3

DEXTERITY

9

0

CONSTITUTION

11

0

INTELLIGENCE

10

0

WISDOM

12

1

CHARISMA

13

1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ 5 Strength
- ☒ 0 Dexterity
- ☒ 1 Constitution
- ☒ 0 Intelligence
- ☒ 1 Wisdom
- ☒ 1 Charisma

SAVING THROWS

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

SKILLS

ARMOR CLASS

INITIATIVE

30

SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS