

Oralee

CHARACTER NAME

Wizard 1

CLASS & LEVEL

BACKGROUND

steve

PLAYER NAME

Dwarf

RACE

Lawful Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

11

0

DEXTERITY

14

2

CONSTITUTION

14

2

INTELLIGENCE

8

-1

WISDOM

9

0

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ 0 Strength
☐ 2 Dexterity
☒ 4 Constitution
☐ -1 Intelligence
☐ 0 Wisdom
☐ -1 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Breastplate

Net

Warhammer

EQUIPMENT

FEATURES & TRAITS