

Morganica

CHARACTER NAME

Fighter 1

CLASS & LEVEL

BACKGROUND

sdkfjh

PLAYER NAME

Half-Orc

RACE

Chaotic Evil

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

17

3

DEXTERITY

13

1

CONSTITUTION

10

0

INTELLIGENCE

15

2

WISDOM

11

0

CHARISMA

12

1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

ARMOR
CLASS

INITIATIVE

30

SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

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