

CLASS & LEVEL

RACE

BACKGROUND

PROFICIENCY BONUS:

PASSIVE PERCEPTION:

STRENGTH

SAVING
THROW

BASE

0

Athletics

DEXTERITY

SAVING
THROW

BASE

0

0

0

Acrobatics
Slight of Hand
Stealth

CON

SAVING
THROW

BASE

INTEL.

SAVING
THROW

BASE

0

0

0

0

0

Arcana
History
Investigation
Nature
Religion

WISDOM

SAVING
THROW

BASE

0

0

0

0

0

Animal Handling
Insight
Medicine
Perception
Survival

CHARISMA

SAVING
THROW

BASE

0

0

0

0

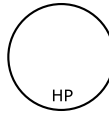
Deception
Intimidation
Performance
Persuasion



ARMOUR
CLASS



INITIATIVE



HP

Resistances: charmed

Hit Dice:

Speed:



SPELLCASTING



ATTACK BONUS



SAVE DC

SPECIAL ABILITIES:

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

CANTRIPS:

LEVEL 1:

SPELL SLOTS:

SPELLS KNOWN:

TOOL PROFICIENCIES:

LANGUAGES:

WEAPON/ARMOUR PROFICIENCIES:

CHARACTER NOTES:

EQUIPMENT: