

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

◇ +0 SAVING THROWS
○ +0 ATHLETICS

DEXTERITY

◇ +1 SAVING THROWS
○ +1 ACROBATICS
○ +1 SLEIGHT OF HAND
○ +1 STEALTH

CONSTITUTION

◇ -1 SAVING THROWS

INTELLIGENCE

◇ +3 SAVING THROWS
⊗ +5 ARCANA
⊗ +5 HISTORY
⊗ +5 INVESTIGATION
○ +3 NATURE
○ +3 RELIGION

WISDOM

◇ +3 SAVING THROWS
○ +1 ANIMAL HANDLING
○ +1 INSIGHT
○ +1 MEDICINE
○ +1 PERCEPTION
○ +1 SURVIVAL

CHARISMA

◇ +6 SAVING THROWS
○ +4 DECEPTION
○ +4 INTIMIDATION
○ +4 PERFORMANCE
⊗ +6 PERSUASION

11/16

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total lvl x 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I help by explaining anything and *everything* to those who aren't as smart as I am.

PERSONALITY TRAITS

Nothing should fetter the infinite possibility of nature.

IDEALS

Life spent searching for the answer to a question.

BONDS

Pna'g xrrc frperg!

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

handheld/thrown: +2 (pro)
missile/finesse: +3 (pro + dex)

ATTACKS & SPELLCASTING

AC: 11 = 10 + 1 dex + armor
Patron: Terng Byq Bar
Pact: Pact of the Tome

FEATURES & TRAITS

Languages: Infernal, Celestial, Common, Elvish
Proficiencies: Arcana, Investigation, History, Persuasion

OTHER PROFICIENCIES & LANGUAGES

Sage: Know where to find almost any kind of information.
Warlock: DC to resits spells is 8 + pro + CHA.
Tiefling: Darkvision and resistance to fire damage.
Trinket: One ounce block of unknown material.

EQUIPMENT & CHARACTER NOTES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Lbh unir n frperg. Lbh bapr jrer n tbyq qentba jub freirq Onunzhg. Lbh jrer gbb cebhq naq inva, gb gur cbvag gung Onunzhg qrpvqrq gb grnpu lbh n yrffba. Lbh unir orra gencrcq va n jrnX, Gvrsyvat obql, jvgu lbhe zrzbevrF bs lbhe sbezre yvsr ohg n qvz funqbj. Lbh erzrzore bayl bar guvat jvgu cresrpg pynevgI: Onunzhg'f pbzznaq gb tb vagb gur jbeyq naq cebir lbhe qribgvba gb gur pnhfr bs tbbq. Vs lbh cebir jbegu, ba lbhe qrngu lbh jvyy erghea gb uvf fvqr va lbhe gehr sbez. You are currently travelling to Greenest with Liliandra because her friend, a half-elf named Talis, has been kidnapped by a strange group of dragon cultists. Your investigations into the cult have led you to the town of Greenest.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Carry: 55/110/165*lbs (Speed: 30/20/10ft)
* Disadvantage on Attack or STR/DEX/CON rolls

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN