

CHARACTER NAME

Fighter-4(defence,champion)

CLASS & LEVEL

gnome

RACE

knight

BACKGROUND

NG

ALIGNMENT

Roman

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

12

+1

INTELLIGENCE

10

0

WISDOM

12

+1

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ ___ Strength
- ☐ ___ Dexterity
- ☒ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

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

SKILLS

17

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10

d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

L Sword

shield

ATTACKS & SPELLCASTING

Darkvision, +2 to int,
champion - 19 is also crit,
defender - +1 to AC

11

PASSIVE WISDOM (PERCEPTION)

All armor, weapons

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Chainmail, explorers
pack,

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

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