

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

- ◆ ☐ SAVING THROW
○ ☐ ATHLETICS

DEXTERITY

- ◆ ☐ SAVING THROW
○ ☐ ACROBATICS
○ ☐ SLEIGHT OF HAND
○ ☐ STEALTH

CONSTITUTION

- ◆ ☐ SAVING THROW

INTELLIGENCE

- ◆ ☐ SAVING THROW
○ ☐ ARCANIA
○ ☐ HISTORY
○ ☐ INVESTIGATION
○ ☐ NATURE
○ ☐ RELIGION

WISDOM

- ◆ ☐ SAVING THROW
○ ☐ ANIMAL HANDLING
○ ☐ INSIGHT
○ ☐ MEDICINE
○ ☐ PERCEPTION
○ ☐ SURVIVAL

CHARISMA

- ◆ ☐ SAVING THROW
○ ☐ DECEPTION
○ ☐ INTIMIDATION
○ ☐ PERFORMANCE
○ ☐ PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT

MAX WEIGHT

EQUIPMENT

CONDITIONS

ARMOR CLASS

BOONS

INITIATIVE

Current

HIT DICE

TEMP HP

CURRENT HIT POINTS

MAXIMUM HIT POINTS

SPEED

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dimensional Ripper

d6+5 slash

Hand crossbow

The handle of this well-worn blade looks like a peeled banana made of brass. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this weapon and roll a 6 on its damage die, the target of the attack must succeed on a DC 13 Dexterity saving throw or fall prone.

This magic dagger has 4 charges and regains 1d4 expended charges daily at dawn. While holding the dagger within 5 feet of a creature at least one size larger than you, you can use an action to expend 1 of the dagger's charges to create and slip through a brief, planar tear, reappearing in an unoccupied space within 5 feet of the creature on the opposite side of it. When you do, you can immediately make one weapon attack with this dagger against that creature. If the attack hits, that creature takes an extra 1d6 force damage and can't take reactions until the end of your turn.

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

EQUIPMENT CONT.

INSPIRATION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Light, Medium Armor, Navigator's Tools, Thieve's Tools, Musical Instrument, Hand Crossbow, Longswords, Short swords, Rapiers, Scimitar

Common

PROFICIENCIES & LANGUAGES

Expertise Deception, Persuasion, Insight, Acrobatics
Sneak Attack 3d6
Cunning Action (bonus)
Fancy Footwork, if attack hits, target cant opp. attack
Regar
Rakish Authority, add cha mod to initiative. can sneak attack if target 5ft away with no other targets around you and don't have disadvantage
Uncanny Dodge, reaction
Bardic Inspiration (4)
Jack of All Trades
Song of Rest (d6)
Two Weapon Fighting
Dual Wielder Feat

Blade Flourish Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

Defensive Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

Mobile Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target.

Slashing Flourish. You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.

Font of Inspiration (regain bardic inspire short rest)
Countercharm
Extra Attack

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

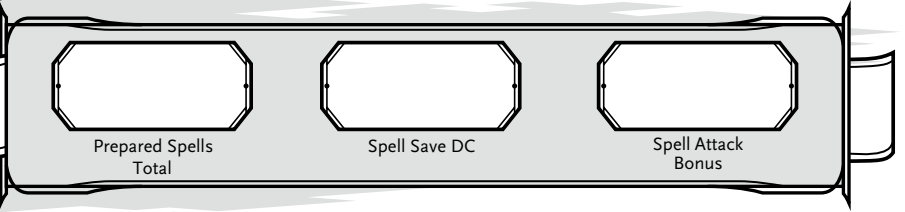
NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER

[illegible][illegible][illegible]

COMPANIONS, FAMILIARS,
AND PETS.

NAME

CLASS & LEVEL RELATIONSHIP ROLE

RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH DEXTERITY

CONSTITUTION INTELLIGENCE

WISDOM CHARISMA

PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT MAX WEIGHT

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES
FEATURES & TRAITS

CONDITIONS ARMOR CLASS BOONS

INITIATIVE TEMP HP SPEED

HIT DICE CURRENT HIT POINTS MAXIMUM HIT POINTS DEATH SAVES

EQUIPMENT

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EQUIPMENT