Character Information

CHARACTER NAME

BACKGROUND   CLASS

SPECIES   SUBCLASS

LEVEL
XP

ARMOR CLASS
[Level 4] 16

HIT POINTS
TEMP
CURRENT   MAX

HIT DICE
SPENT
MAX

DEATH SAVES
SUCCESSES
FAILURES

HP = 9 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+3 at Level 5

STRENGTH
MODIFIER   SCORE

○ _____ **Saving Throw**

○ _____ Athletics

DEXTERITY
+4 (18) at Level 4

MODIFIER   SCORE

○ _____ **Saving Throw**

○ _____ Acrobatics
○ _____ Sleight of Hand
○ _____ Stealth

CONSTITUTION
MODIFIER   SCORE

○ _____ **Saving Throw**

HEROIC INSPIRATION

INTELLIGENCE
MODIFIER   SCORE

○ _____ **Saving Throw**

○ _____ Arcana
○ _____ History
○ _____ Investigation
○ _____ Nature
○ _____ Religion

WISDOM
MODIFIER   SCORE

○ _____ **Saving Throw**

○ _____ Animal Handling
○ _____ Insight
○ _____ Medicine
○ _____ Perception
○ _____ Survival

CHARISMA
MODIFIER   SCORE

○ _____ **Saving Throw**

○ _____ Deception
○ _____ Intimidation
○ _____ Performance
○ _____ Persuasion

INITIATIVE
[Level 4] +6
[Level 5] +7

SPEED
[Level 2] 40

SIZE

PASSIVE PERCEPTION
[Level 5] 15

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes

Attack Bonus:
[Level 4] All weapons: +6
[Level 5] All weapons: +7

Damage:
[Level 4] All weapons +4
[Level 5] All weapons 1d8+4

CLASS FEATURES PHB pg. 101

SPECIES TRAITS PHB, pg. 194

FEATS

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

WEAPONS

TOOLS

[Level 3] Open Hand Technique.
On hit with Flurry of Blows, choose:
Addle. Target can't make Opportunity Attacks until start of its next turn.
Push. Target must make DC 12 [Level 5 = 13] STR save or be pushed 15 ft. away.
Topple. Target must make DC 12 [Level 5 = 13] DEX save or be Prone.

[Level 4] Slow Fall (Reaction).
Reduce falling damage by 5 x Level.

[Level 5] Extra Attack.
Attack 2x with Attack Action.

[Level 5] Stunning Strike (1/Turn).
On hit, spend 1 FP to force target to make DC 12 [Level 5 = 13] CON save or be Stunned until start of your next turn. On success, target's speed is halved, and next Attack against them as Advantage.

Notes:

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

Magic Item Attunement

COINS

CP	SP	EP	GP	PP