

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS	

PROFICIENCY BONUS

INSPIRATION

STRENGTH

— SAVING THROWS  
 — ATHLETICS

DEXTERITY

— SAVING THROWS  
 — ACROBATICS  
 — SLEIGHT OF HAND  
 — STEALTH

CONSTITUTION

— SAVING THROWS

INTELLIGENCE

— SAVING THROWS  
 — ARCANA  
 — HISTORY  
 — INVESTIGATION  
 — NATURE  
 — RELIGION

WISDOM

— SAVING THROWS  
 — ANIMAL HANDLING  
 — INSIGHT  
 — MEDICINE  
 — PERCEPTION  
 — SURVIVAL

CHARISMA

— SAVING THROWS  
 — DECEPTION  
 — INTIMIDATION  
 — PERFORMANCE  
 — PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM \_\_\_\_\_

CURRENT HIT POINTS \_\_\_\_\_

TEMPORARY HIT POINTS \_\_\_\_\_

Total \_\_\_\_\_  
 HIT DICE

SUCCESSSES ○○○○  
 FAILURES ○○○○  
 DEATH SAVES

PERSONALITY TRAITS

IDEALS

A Tabaxi courtesan lent me their shoulder to cry on, i hope to help others through their emotions as well, so as to pay back what was given to me.  
BONDS

Suspicious of inanimate objects moving without someone's input, hates door mimics because one tried to eat him while he was answering his riddle  
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

**Bite empower\*- damage enhances next atk roll/ ability check, OR heals for piercing damage dealt**

**Ancestral legacy-due to your sea elvish past, you have a swim speed of 30 ft and proficiency in perception**

**Darkvision-60 ft bright 120 dim sees in greyscale**

**Deathless nature- doesn't need to breath**

**Spider climb- climb spd = walk spd and can do it hands free across all walls and ceilings (was improved at 3rd lv)**

**Tides of Chaos- advantage on a roll**

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES