

CLASS & LEVEL

SUBCLASS

PROFICIENCY BONUS

RACE

ALIGNMENT

EXPERIENCE POINTS

COLLECTIVE NAME

INFLUENCE POINTS

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

SAVING THROWS

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

LEADERS

Total <input type="text"/> HIT DICE	AC	Hit Point Max <input type="text"/> CURRENT HIT POINTS
Total <input type="text"/> THREAT DICE	INITIATIVE	SUCCESSSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> CRISIS OF LEADERSHIP

DESCRIPTION

ABILITIES

ALLIANCES

FEATURES & TRAITS

- ___ 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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS