

CHARACTER NAME

CLASS

SUB-CLASS

PLAYER NAME

EXPERIENCE POINTS

SAVING THROWS

ATHLETICS

ACROBATICS

ARCANA

ANIMAL HANDLING

DECEPTION

SLEIGHT OF HAND

HISTORY

INSIGHT

INTIMIDATION

STEALTH

INVESTIGATION

MEDICINE

PERFORMANCE

NATURE

PERCEPTION

PERSUASION

RELIGION

SURVIVAL



BENDJINN.COM

PASSIVE WISDOM (PERCEPTION)

BACKGROUND

RACE

ALIGNMENT

HIT DICE

INITIATIVE

SPEED

DEATH SAVE (SUCCESS)

  

DEATH SAVE (FAILURES)

  

ARMOR CLASS

HIT POINTS (MAX)

HIT POINTS (CURRENT)

HIT POINTS (TEMPORARY)

ADDITIONAL QUICK NOTES

CHARACTER NAME

CHARACTER PORTRAIT



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

QUIRKS

BACKSTORY

BENDJINN.COM

FEATURES & TRAITS

CHARACTER NAME

BENDJINN.COM



CHARACTER NAME

ADDITIONAL NOTES

BENDJINN.COM

EQUIPMENT

