CHARACTER NAME	BACKGROUND		EXPERIENCE	NE	EXT LEVEL	PI	AYER NAME	=		v2.27
CLASS	SUBCLASS		-	ALIGNMENT		RELIGI	ON / PATRO	N / DEITY		
LEVEL RACE SIZE	GENDER AGE HEIGHT W	WEIGHT	SKIN		EYES			HAIR		'\ 1\'
ABILITIES 👣	PROFICIENCIES		7		ŀ	IEALTH	& ARMO	OR		<b>(*)</b>
□ SAVING THROWS	PROFICIENCY BONUS (		ARMOR CLASS	ніт	POINTS	CURR HIT PO		HIT D	ICE USED	DEATH SAVES DC 10
OAthletics	4	$\leq$		Niev.		Tempora				
Weight CarriedMax. Carry Weight	WEAPONS		De			rompora	.,			
STRENGTH Push, Drag, Lift <sup>3</sup>			Othe		긛					PASS FAIL
			<b>&gt;</b>		ce after a S	hort Rest. Re	gain ½ your	level in spent	Hit Dice after	
SAVING THROWS – Acrobatics			AR	MOR		ARMOR	TYPE I	DEX MOD S	TRENGTH	STEALTH
○ Sleight of Hand - Stealth -						PROP	ERTIES			
DEXTERITY	ARMOR					11101				
	- -		SH	IELD		ARMOR		PRO	PERTIES	
□ SAVING THROWS										
Hold Breath Suffocating	TOOLS	S	ОТ	HER		ARMOR		PRO	PERTIES	
	Common			DAMAG	SE RESIS	TANCE	(Half Dar	maga) \	DAMAGE	REDUCTION
CONSTITUTION				DAMAG	JE IKEOIO	IAROL	(Hall Dal	nage)	DAMAGE	KEDOOTION
□ SAVING THROWS =			CONDITIONS	1						
OArcana				-						
OHistory OInvestigation				-						
INTELLIGENCE O Nature Religion				-						
			EXHAUSTION	7						
SAVING THROWS - Animal Handling -		[	LEVEL							
OInsight			Finishing a Long F	Rest reduces	your Exhau	stion Level by	/ 1, provided	l you have also	ingested so	me food and drink
Perception	ABILITY FEATURES		Marra a diatara		0		IONS	In Danie Anti-	d D-	
Survival		<u> </u>	Move a distant		Speed and		FION	ie Borius Actio		NUS ACTION
□ SAVING THROWS				Atta			Dash [mo			n [Athletics] move
ODeception OIntimidation				Cas	st a spell [s	ee speiij	Dodge [at	e [no OAs] ttackers disad		[Acrobatics] move
O Performance – Persuasion –			INUTIATO/F				Help [targ Hide [Steat	et gains adv] alth]		
CHARISMA			INITIATIVE	]=			Overrun [	Athletics] se Reaction]		
PASSIVE PERCEPTION	INSPIRATION	7	SPEED				Search [Ir	nvestigation]		
		جال	- Fh					bject [object(s	5)]	
PASSIVE INVESTIGATION	HERO POINTS REMAINING		Fly Swim					1 ATTACK		REACTION
ACTIVE FE	ATURES		Long Jump <sup>10</sup> High Jump <sup>10</sup>	<del></del>			Disarm [A Grapple [A		<u>Opport</u>	unity Attack (OA)
NAME			nigii Juliip							
NAME USAGE		USED	Crawl					ee Attack]		
USAGI			Crawl Climb				Mark [Mel	ee Attack]		
USAGI			Crawl Climb					ee Attack]		
IVAINE USAG			Crawl Climb  ATTACKS PER ACTION	TTACK 1		ВОМИ	Shove [At	ee Attack]	E	TYPE
NAINE USAG			Crawl Climb  ATTACKS PER ACTION	TTACK 1		BONU	Shove [At	lee Attack] thletics]  DAMAG	E	ТҮРЕ
NAME USAGI			Craw Climb  ATTACKS PER ACTION  ATTACKS RANGE	TTACK 1		BONU	Shove [At	lee Attack] thletics]  DAMAG	E	ТҮРЕ
NAINE USAG			Craw Climb  ATTACKS PER ACTION  A  RANGE  AMMUNITION				Shove [Af	DAMAG		
NAME USAG			Craw Climb  ATTACKS PER ACTION  A  RANGE  AMMUNITION	TTACK 1			Shove [Af	DAMAG		
NAINE USAGI			Craw Climb  ATTACKS PER ACTION  A  RANGE  AMMUNITION				Shove [Af	DAMAG  DAMAG  DAMAG		
NAME USAG			Crawl Climb  ATTACKS PER ACTION  ATTACKS ATTAC			BONU	Shove [Al	DAMAG  RTIES  DAMAG  RTIES	E	
NAME USAG			Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A			BONU	Shove [All	DAMAG  RTIES  DAMAG  RTIES	E	TYPE
NAME USAG			ATTACKS PER ACTION  ATTACK	TTACK 2		BONU	Shove [All	DAMAG  TIES  DAMAG  ATIES  DAMAG  DAMAG	E	TYPE
NAME USAGE	E DURATION RECOVERY USES		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2		BONU	Shove [All	DAMAG  TIES  DAMAG  ATIES  DAMAG  DAMAG	E	TYPE
₹ EQUIPMEN	IT WORN		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2		BONU	Shove [All	DAMAG RTIES  DAMAG RTIES  DAMAG RTIES	E	TYPE
₹ EQUIPMEN	E DURATION RECOVERY USES I		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2		BONU	Shove [All	DAMAG RTIES  DAMAG RTIES  DAMAG RTIES	E	TYPE
EQUIPMEN HEAD HEADAND, HAT, HELMET, OR PHYLACTERY	IT WORN		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2		BONU	Shove [All	DAMAG  RTIES  DAMAG  RTIES  DAMAG  RTIES  DAMAG  RTIES	E	TYPE
EQUIPMEN HEAD HEADDHEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES	IT WORN  HANDS GLOVES OR GAUNTLETS  BRACERS OR BRACELETS		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2		BONU	Shove [All	DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES	E	TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK	IT WORN HANDS GLOVES OR GAUNTLETS  ARMS / WRISTS		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2		BONU	Shove [Ail  Shove [Ail  PROPER  PROPER  PROPER  PROPER  PROPER	DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES	E	TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB	IT WORN  HANDS GLOVES OR GAUNTLETS  BRACERS OR BRACELETS  BODY ROBE OR SUIT OF ARMOR		ATTACKS PER ACTION  ATTACK	TTACK 2  TTACK 3		BONU	Shove [All	DAMAG  RTIES	E	TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB  SHOULDERS	IT WORN HANDS GLOVES OR GAUNTLETS  ARMS / WRISTS BRACERS OR BRACELETS		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2  TTACK 3		BONU	Shove [Ail  Shove [Ail  PROPER  PROPER  PROPER  PROPER  PROPER	DAMAG  RTIES	E	TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB  SHOULDERS CLOAK, CAPE OR MANTLE	IT WORN  HANDS GLOVES OR GAUNTLETS  BRACERS OR BRACELETS  BODY ROBE OR SUIT OF ARMOR  TORSO VEST, VESTMENT, OR SHIRT		ATTACKS PER ACTION  ATTACK	TTACK 2  TTACK 3		BONU	Shove [All	DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES	E	TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB  SHOULDERS CLOAK, CAPE OR MANTLE  RINGS	IT WORN  HANDS GLOVES OR GAUNTLETS  BRACERS OR BRACELETS  BODY  ROBE OR SUIT OF ARMOR  TORSO		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2  TTACK 3		BONU	Shove [All	DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES  DAMAG RTIES		TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB  SHOULDERS CLOAK, CAPE OR MANTLE  RINGS RIGHT HAND	IT WORN  HANDS GLOVES OR GAUNTLETS  BRACERS OR BRACELETS  BODY  ROBE OR SUIT OF ARMOR  TORSO VEST, VESTMENT, OR SHIRT  WAIST BELT OR GIRDLE		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2  TTACK 3  TTACK 4		BONU	Shove [All	DAMAG RTIES		TYPE
EQUIPMEN HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY  EYES EYE LENSES OR GOGGLES  NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB  SHOULDERS CLOAK, CAPE OR MANTLE  RINGS RIGHT HAND E  RINGS	IT WORN  HANDS GLOVES OR GAUNTLETS  BODY ROBE OR SUIT OF ARMOR  TORSO VEST, VESTMENT, OR SHIRT  WAIST		Crawl Climb  ATTACKS PER ACTION  ATTACKS PER A	TTACK 2  TTACK 3  TTACK 4		BONU	Shove [All	DAMAG RTIES  DAMAG RTIES	E	TYPE

7	GEAR			7	CAR	RYING	CAPACIT	Υ		v2.27
POSSESSION ON PERSON										
Item	QTY	Location	Weight		cumbered1	He	avily Encumb	ered <sup>2</sup>	Push, Dr	ag, Lift³
				<sup>1</sup> Speed -10ft <sup>2</sup> Speed -20ft, disadvantage	on Str. Dex.	Con checks	. attacks and	saving throw	s	
				<sup>3</sup> Speed drops to 5ft if you P				ournig unon	•	
				COINAGE			GEMS, JEV	VELRY, AR	Т ОВЈЕС	TS
				Carrying	Total	Item			QTY	Value
				Platinum						
				1 Platinum = 10 Gold						
				Gold	-					
				1 Gold = 2 Electrum						
				1 Electrum = 5 Silver						
				Silver						
				1 Silver = 10 Copper						
				Copper						
				Caina						
				Coins						
		<del></del>		Weight						
				Wealth gp	gp					
				7		FAMIL	.IAR			1
		<del></del>		NAME			YPE		Р	ROFICIENCY
				ARMOR CLASS			Demoining			BONUS
				HIT POINTS	STR	DEX	Remaining	INT	WIS	CHA
				ABILITY SCORES	SIK	DEX	CON	INI	WIS	CHA
				SAVING THROWS						
				Resistances						
		<del></del>		Immunity						
				Vulnerability Senses						
DSSESSION NOT ON PERSON				Languages						
				Carrying	Max. C	arry Weigh	t	Push	n, Drag, Lif	
				SKILLS O Acrobatics	○ Inc	iaht		O Perfori	manaa	
				Acrobatics     Animal Handling	○ Ins	igni midation		O Perion		
				O Arcana		estigation		O Religio	n	
				<ul><li>Athletics</li><li>Deception</li></ul>	○ Me	dicine	_	O Sleight O Stealth		
				History		rception	_	O Surviv		
				ACTIONS Initiative		Speed	Other			
				1						
				3						
				4						
				TRAITS						
				7		MOLI	NT			200
				NAME					Р	- /
				ARMOR CLASS						BONUS
				HIT POINTS						
				ABILITY SCORES	STR	DEX	CON	INT	WIS	СНА
Attuned Magical Items	QTY	Location	Weight	SAVING THROWS						
				Resistances	<del>-</del>		_			
				Immunity						
	TOTA	L WEIGHT CARRIED		Vulnerability Senses						
POSSESSION NOT ON DEPSON		<del>-</del>		Languages						
Item	QTY	Location	Weight	Carrying	Max. C	arry Weigh	t	Push	n, Drag, Lif	13
	<del>-</del>			SKILLS						
				<ul><li>Acrobatics</li><li>Animal Handling</li></ul>			_			
				Animal Handling     Arcana						
				<ul> <li>Athletics</li> </ul>	Remaining					
				O Deception			_	O Stealth		
				O History		rception	0.11	O Surviv	al	
	<del></del>			ACTIONS Initiative 1		Speed	Other			
				2						
				3					·	
				4 TDAITS						
				TRAITS						
OPPORTUNITY ATTACK (OA)0.	0 lb TOTAL W	VEIGHT								

<b>7</b>		_	SPELLC	ASTING								,	v2.27
			OI LLLO	7011110	1st	2nd	3rd	4th	5th	6th	7tl		
CLASS	SUBCLA	ASS		SPELL SLOTS									
								1	┧├	╁├	뭄는	러는	1-
LEVEL ABILITY ABILITY MODI	IFIER A	ATTACK MODIFIER SPE	LL SAVE DC	SLOTS USEI  Sorcery Point Cos			يال	يكال	JL	]			
PREPARED/KNOWN	) [	PROFICIENCY B	onus (	Sorcery Points Sorcery Points	t 2 Used	3	5	6 Sne	ell Recov	ery I e		tic Arcanun Use	
■ Prepared □ Not Prepared	P Ritual. ∞	Concentration, H Higher Level, Do	omain. º Oath. º Ciro	-			Pact Ma				lots	Use	
	AST RANGE		TYPE DETAIL				i activic	igio Lev		_ `	1013		REF
CANTRIPS CA	ASI KANGE		TIPE DETAIL	<b>.</b>									KEF
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LEVEL 1 CA	AST RANGE	DURATION COMPONENT	TYPE DETAIL	6									DEE
	AST RANGE	DURATION COMPONENT	TYPE DETAIL	<b>S</b>									REF
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	AST RANGE	DURATION COMPONENT	TYPE DETAIL	S									REF
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П													
LEVEL 3	AST RANGE	DURATION COMPONENT	TYPE DETAIL	S									REF
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LEVEL 4	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
							_
LEVEL 5	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
LEVEL 6	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
<u> </u>							
LEVEL 7	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
LEVEL 8	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
LEVEL 9	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
							=



