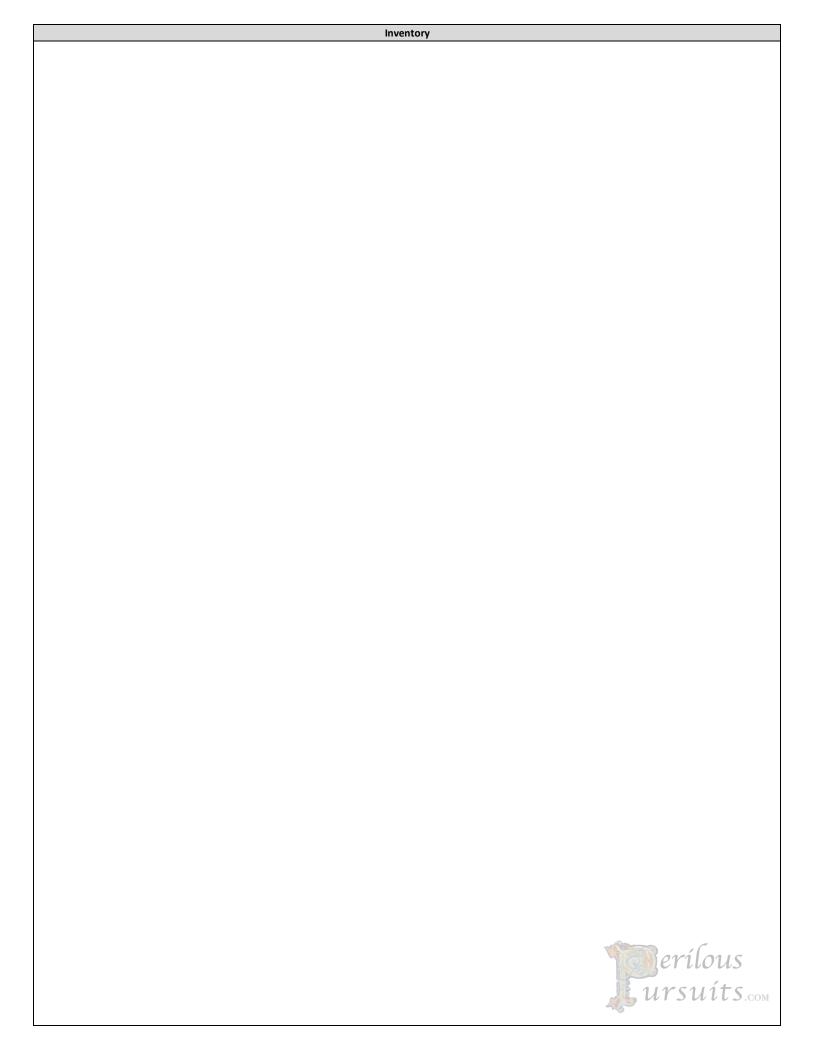
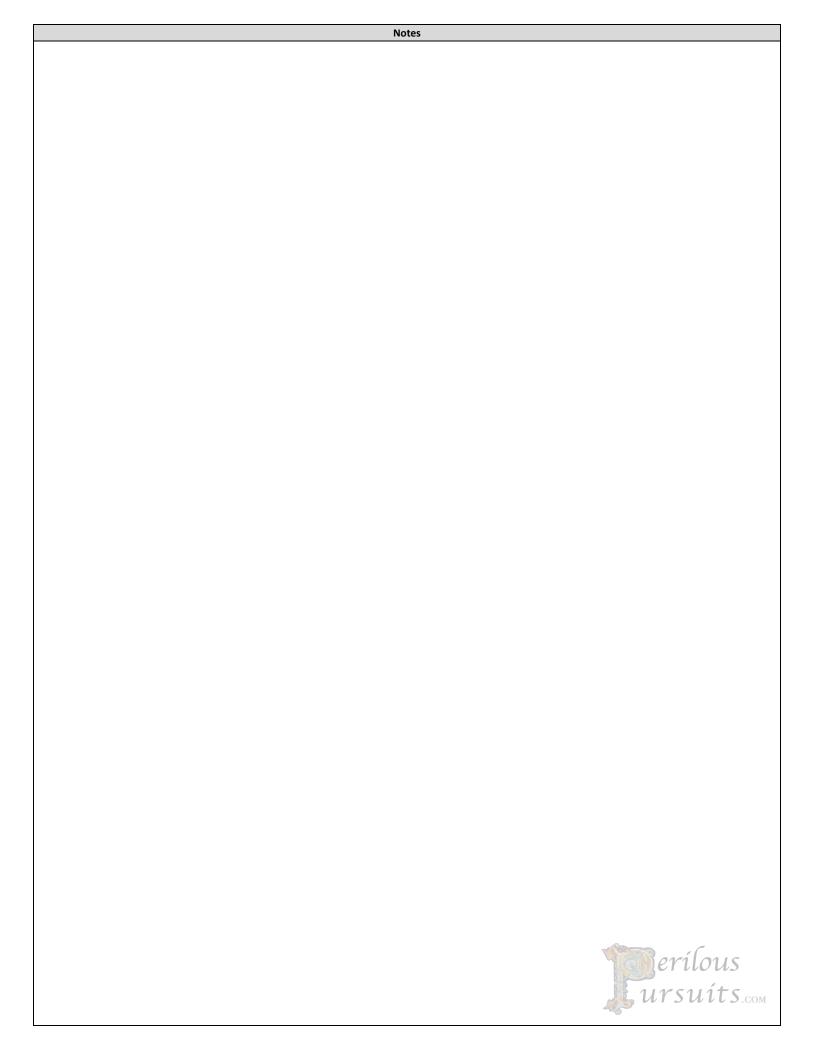
Character Na	me:						L	evel:				Class:						НР
Player Name:							>	XP:				Race:						0
								·				Background:						10
Prof. Bonus: Max HP:								S	pell Save DC		Alignn	nent:					20	
AC:				Hit Dice:													_	30
Initiative Bonus:												Spell (Class:					40
Speed: Passed Death Saves:							Spell Attack School of Magic:							50				
Passive Perception: Failed Death Saves:												Spell A	Ability:					60
		:	* Denot	tes Prof. Bonus	is mult	iplied x	2	·										70
Ability	Score	Mod.		Check	Mod.	Prof.	Tot	tal Mo	od.	DM Insp	oira	ration: Bar			Bardio	: Inspiration:		80
Chura us and la			STR	STR Saving Throw						<u> </u>								90
Strength				Athletics						Wea	Neapon		To Hit	Damag	e 1	Damage	2 Bonus	100
																		110
			DEX	Saving Throw													1	120
Doubouitu				Acrobatics														130
Dexterity			Sle	eight of Hand													1	140
				Stealth													1	150
									L.									160
Constitution			CON	Saving Throw								A	rmor			A	C 1	170
		-			•				•								1	180
			INT	Saving Throw													1	190
				Arcana														200
				History														210
Intelligence			Ir	nvestigation						l.						220		
				Nature							Consumables					Amount 230		
				Religion												240		
				-														250
			WIS	Saving Throw														260
			Ani	imal Handling													1	270
				Insight													1	280
Wisdom				Medicine														290
				Perception														300
				Survival														НР
															·			1
			CHA	Saving Throw						Currency		Amour	t G	P Value		Treasure		2
				Deception						Copper								3
Charisma			li	ntimidation						Silver								4
			Р	erformance						Electrum								5
				Persuasion						Gold								6
										Platinum								7
Languages:										Т	ota	al:						8
									4									9
Skill, Ability	y or Fea	t								Description	n							
															A-			
															LA CO	Porila	us	
															6		VVJ	

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				Descript	tion				Age:				
										Weight:			
										Eye Colour:			
										Skin Colour:			
					Hair Co								
	Ideals				Bonds			Flaws			Personality Traits		
Number o	of Prepared	Spells	(Spell Abi	lity Modifier +	Level)								
Spells	Slots	Used		Name					Descript	ion			
Cantrips													
Level 1													
Level 2													
Level 2													
Level 3													
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Level 4			<u> </u>										
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Level 5			-										
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Level 8			<u> </u>		+								
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Level 9											ursuits.com		







Character Sheet Instructions

Version: 3.0 Last Update: 2024-01-20 Version:

 $This\ character\ sheet\ was\ designed\ to\ organize\ RPG\ character\ sheet\ information\ for\ easy\ retrieval.$

Cells with a slight gray shade like the one to the left are auto-calculated and should not be modified.

The hit point scale on the right side of the first page is used to track the current hit points. Use two paperclips; one for the tens and the other for the ones to track your hit points.

To download this excel sheet or the pdf, go to : <u>www.perilouspursuits.com</u>