

THE LOST CITADEL

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

INSPIRATION

DEXTERITY

PROFICIENCY BONUS

CONSTITUTION

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

SAVING THROWS

INTELLIGENCE

- 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

WISDOM

CHARISMA

PASSIVE WISDOM (PERCEPTION)



ARMOR CLASS



INITIATIVE



SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSSES ○ ○ ○

FAILURES ○ ○ ○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

Pneuma Point Maximum _____

(20 + Proficiency Bonus + Modifiers)

CURRENT PNEUMA POINTS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

MARKS OF WOE

PERSONALITY TRAITS

OTHER PROFICIENCIES & LANGUAGES

NM

CM

GM

FM

TM

EQUIPMENT

