

Mr. Stabby

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Lightfoot halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

Mark

PLAYER NAME

1984

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

-1

9

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ 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

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP 950

SP 75

EP 50

GP 120

PP 0

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS