

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



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SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0

CANTRIPS

1

SPELL LEVEL
SLOTS TOTAL
SLOTS EXPENDED

PREPARED

SPELL NAME

3

4

5

6

7

8

9

SPELLS KNOWN

Penetrating Strike

(3rd-level Delver Skirmisher Archetype feature)

Your skirmisher skillset includes working through your attacks and making contact, which you issue forth a forceful burst. Once per Round, you can increase one weapon damage die by one step, to a maximum of a d12. Steps include d4 to a d6, d6 to a d8, d8 to a d10, d10 to a d12.

Bracer Defense

(3rd-level Delver Skirmisher Archetype feature)

Your movement in combat accounts for angles and opportunities for simple deflections. If you are wearing medium or light armor with metal bracers while not using a shield, you have a +1 to your AC. The bonus increases to +2 at 10th Level and +3 at 15th Level.