

RAIDERS OF THE SERPENT SEA  
CHARACTER SHEET V1 BY ADASTRA  
CHAOSWORKS.ORG

## NAMES & EPITHETS

## CLASS, SUBCLASS & LEVEL

## RUNES

## RACE


## ALIGNMENT

## BACKGROUND

## APPEARANCE

AGE	WEIGHT	HEIGHT
EYES	HAIR	SKIN

## CLAN



## PERSONALITY

## FLAWS

## IDEALS

## BONDS

## FEATURES



## PROFICIENCIES

LIGHT ARMOR  
MEDIUM ARMOR  
HEAVY ARMOR  
SIMPLE WEAPONS  
MARTIAL WEAPONS  
SHIELDS

## TOOL PROFICIENCIES

## ABILITIES

## LANGUAGES

## INVENTORY

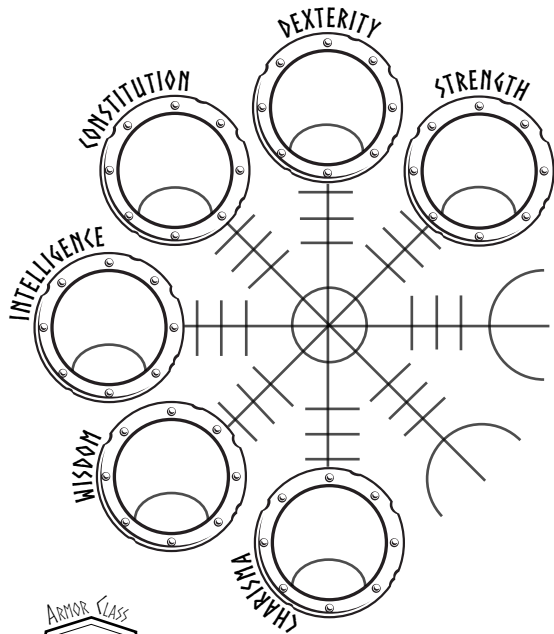
GOLD

SILVER

COPPER

## SKILLS

- \_\_\_ AEROBATICS (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)

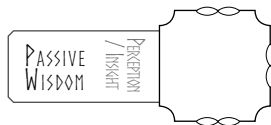
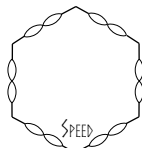


MAX HP	CURRENT HP	TEMP HP
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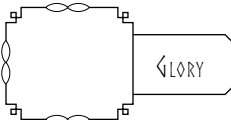
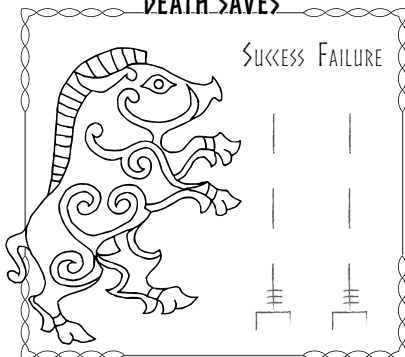
## SAVING THROWS

- \_\_\_ STRENGTH
- \_\_\_ DEXTERITY
- \_\_\_ CONSTITUTION
- \_\_\_ INTELLIGENCE
- \_\_\_ WISDOM
- \_\_\_ CHARISMA

TOTAL	HIT DICE	CURRENT
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## DEATH SAVES



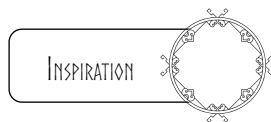
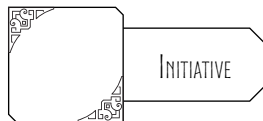
## EXHAUSTION

1	2	3	4	5	6	7	8	9	10	11
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-1 to all D20 Tests and -1 to Spell Save DC per level of exhaustion.  
Exhausted level is reduced by half (rounded up) when taking a long rest.

## ATTACK ACTIONS

NAME	RANGE	HIT DC	DAMAGE	TYPE



### STANDARD ACTIONS IN COMBAT:

Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object

USED	TOTAL
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USED	TOTAL
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USED	TOTAL
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## NOTES

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# SPELLCASTING

ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS	PREPARABLE
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Cantrips

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LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS

LEVEL	SLOTS