

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



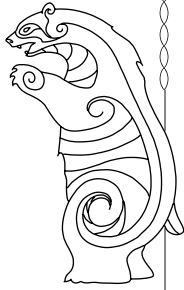
PERSONALITY

FLAWS

IDEALS

BONDS

FEATURES



PROFICIENCIES

LIGHT ARMOR
MEDIUM ARMOR
HEAVY ARMOR
SIMPLE WEAPONS
MARTIAL WEAPONS
SHIELDS

TOOL PROFICIENCIES

ABILITIES

LANGUAGES

INVENTORY

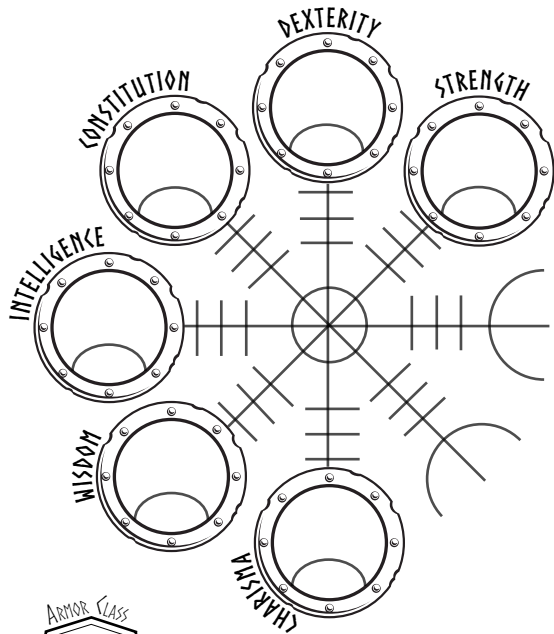
GOLD

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)

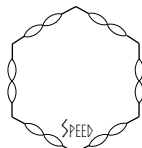


MAX HP	CURRENT HP	TEMP HP
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SAVING THROWS

- _____ STRENGTH
- _____ DEXTERITY
- _____ CONSTITUTION
- _____ INTELLIGENCE
- _____ WISDOM
- _____ CHARISMA

TOTAL	HIT DICE	CURRENT
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PROFICIENCY BONUS

PASSIVE WISDOM	PERCEPTION / INSIGHT
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DEATH SAVES

GLORY

PASSIVE INTELLIGENCE	INVESTIGATION
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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.

