

Choe Pho



Character Sheet

Written by:
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Art by:
Stinky Goblin

Character Name

Choe Pho

Character Sheet

STR

16

+3

DEX

13

+1

CON

15

+2

INT

11

+0

WIS

14

+2

CHA

9

-1

INSPIRATION

Berserker 1

Class & Level

Chaotic Good

Alignment

+2

PROFICIENCY BONUS

Warrior

Background

Human

Race

Experience Points

Strength +5

Dexterity

Constitution +4

Intelligence

Wisdom

Charisma

13/15

Armor Class

+1

Initiative

30 ft.

Speed

14

Hit Point Maximum

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str) 5

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha) 1

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis) 4

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis) 4

SKILLS

Successes
O-O-O

Failures
O-O-O

Death Saves

Current Hit Points

Temp. Hit Points

Total 1

d12

Hit Dice

Total 7

Marrow

Current Conditions

Attack Glaive Damage 1d10 Type Slashing

Attack Dagger Damage 1d4 Type Piercing

Attack Javelin Damage 1d6 Type Piercing

Attack Damage Type

Spell Save /Maneuver DC

ATTACKS & SPELLCASTING

Common

Light armor, medium armor, shields

Simple weapons, martial weapons

LANGUAGES & PROFICIENCIES

Great Weapon Fighting (Fighting Style)

Rage (2), Unarmored Defense

FEATURES & TRAITS

Character Name

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Character Sheet

None

Favored Buddha

Berserker 1

Class & Level

Chaotic Good

Alignment

Warrior

Background

Human

Race

Experience Points

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Spell Save /Maneuver DC _____

ATTACKS & SPELLCASTING

Explorer's Pack, Shield, Common clothes, Pouch, Gems (15 gp)

NOTES & EQUIPMENT

SPELLS & MAGIC

LANGUAGES & PROFICIENCIES

FEATURES & TRAITS

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Warrior

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Race

Experience Points

Strength +5
 Dexterity 0
 Constitution +4
 Intelligence 0
 Wisdom 0
 Charisma 0

13/15

Armor Class

+1

Initiative

30 ft.

Speed

14

Hit Point Maximum

SAVING THROWS

Successes
O-O-O

Failures
O-O-O

Death Saves

Current Hit Points

Temp. Hit Points

Total 1

d12

Hit Dice

Total 7

Marrow

Current Conditions

Acrobatics (Dex) 0
 Animal Handling (Wis) 0
 Arcana (Int) 0
 Athletics (Str) 5
 Deception (Cha) 0
 History (Int) 0
 Insight (Wis) 0
 Intimidation (Cha) 1
 Investigation (Int) 0
 Medicine (Wis) 0
 Nature (Int) 0
 Perception (Wis) 4
 Performance (Cha) 0
 Persuasion (Cha) 0
 Religion (Int) 0
 Sleight of Hand (Dex) 0
 Stealth (Dex) 0
 Survival (Wis) 4

SKILLS

14

PASSIVE PERCEPTION (WISDOM)

Attack Glaive Damage 1d10 Type Slashing
 Attack Dagger Damage 1d4 Type Piercing
 Attack Javelin Damage 1d6 Type Piercing
 Attack Damage Type
 Spell Save /Maneuver DC

ATTACKS & SPELLCASTING

Common

Light armor, medium armor, shields

Simple weapons, martial weapons

LANGUAGES & PROFICIENCIES

Great Weapon Fighting (Fighting Style)

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Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Spell Save /Maneuver DC _____

ATTACKS & SPELLCASTING

Explorer's Pack, Shield, Common clothes, Pouch, Gems (15 gp)

NOTES & EQUIPMENT

SPELLS & MAGIC

LANGUAGES & PROFICIENCIES

FEATURES & TRAITS

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