

# Choe Pho



## Character Sheet

Written by:  
Travis Legge  
Art by:  
Stinky Goblin



Character Name

# Choe Pho

## Character Sheet

**STR**

8  
-1

**DEX**

10  
+0

**CON**

13  
+1

**INT**

12  
+1

**WIS**

16  
+3

**CHA**

16  
+3

**INSPIRATION**

+2 **PROFICIENCY BONUS**

Cleric 1 **Class & Level**

Neutral Good **Alignment**

Acolyte **Background**

Tengu **Race**

**Experience Points**

Strength	_____	0
Dexterity	_____	0
Constitution	_____	0
Intelligence	_____	0
Wisdom	5	●
Charisma	5	●

**SAVING THROWS**

Acrobatics (Dex)	_____	0
Animal Handling (Wis)	_____	0
Arcana (Int)	_____	0
Athletics (Str)	_____	0
Deception (Cha)	_____	0
History (Int)	3	●
Insight (Wis)	5	●
Intimidation (Cha)	_____	0
Investigation (Int)	_____	0
Medicine (Wis)	_____	0
Nature (Int)	_____	0
Perception (Wis)	_____	0
Performance (Cha)	_____	0
Persuasion (Cha)	5	●
Religion (Int)	3	●
Sleight of Hand (Dex)	_____	0
Stealth (Dex)	_____	0
Survival (Wis)	_____	0

**SKILLS**

14/16  
**Armor Class**

+0  
**Initiative**

30 ft.  
**Speed**

9  
**Hit Point Maximum**

Successes  
O-O-O

Failures  
O-O-O

**Death Saves**

**Current Hit Points**

**Temp. Hit Points**

Total 1  
**Hit Dice**

Total 7  
**Marrow**

**Current Conditions**

Attack Mace Damage 1d6 Type Bludgeoning

Attack Crossbow Damage 1d8 Type Piercing

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Spell Save /Maneuver DC 13

**ATTACKS & SPELLCASTING**

Common, Celestial, Primordial

Woodcarver's tools

Light armor, Medium armor, Shields

Simple weapons

**LANGUAGES & PROFICIENCIES**

Change Shape, Fey Ancestry, Shelter of the Faithful, Spellcasting, Divine Domain: Discipline

Disciple of Sojobo

**FEATURES & TRAITS**



Character Name

# Choe Pho

## Character Sheet

Sojobo (Discipline)

Favored Buddha

Cleric 1

Class & Level

Neutral Good

Alignment

Acolyte

Background

Tengu

Race

Experience Points

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Spell Save /Maneuver DC 13

### ATTACKS & SPELLCASTING

Cantrips Known: 3, Spell Slots (1st Level): 2

Cantrips: Guidance, Resistance, Spare the Dying

2 Holy symbols, Prayer wheel, 5 Sticks of incense, Vestments,

Common clothes, Pouch, Gems (15 gp)

Shield, Hide armor

### NOTES & EQUIPMENT

### SPELLS & MAGIC

### LANGUAGES & PROFICIENCIES

### FEATURES & TRAITS



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**STR**  
8  
-1

**DEX**  
10  
+0

**CON**  
13  
+1

**INT**  
12  
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**WIS**  
16  
+3

**CHA**  
16  
+3

13

**INSPIRATION**

+2 **PROFICIENCY BONUS**

Cleric 1 **Class & Level**

Neutral Good **Alignment**

Acolyte **Background**

**Experience Points**

**SAVING THROWS**

Strength \_\_\_\_\_ 0

Dexterity \_\_\_\_\_ 0

Constitution \_\_\_\_\_ 0

Intelligence \_\_\_\_\_ 0

Wisdom 5 \_\_\_\_\_ ●

Charisma 5 \_\_\_\_\_ ●

Tengu **Race**

14/16 **Armor Class**

+0 **Initiative**

30 ft. **Speed**

9 **Hit Point Maximum**

**SKILLS**

Acrobatics (Dex) \_\_\_\_\_ 0

Animal Handling (Wis) \_\_\_\_\_ 0

Arcana (Int) \_\_\_\_\_ 0

Athletics (Str) \_\_\_\_\_ 0

Deception (Cha) \_\_\_\_\_ 0

History (Int) 3 \_\_\_\_\_ ●

Insight (Wis) 5 \_\_\_\_\_ ●

Intimidation (Cha) \_\_\_\_\_ 0

Investigation (Int) \_\_\_\_\_ 0

Medicine (Wis) \_\_\_\_\_ 0

Nature (Int) \_\_\_\_\_ 0

Perception (Wis) \_\_\_\_\_ 0

Performance (Cha) \_\_\_\_\_ 0

Persuasion (Cha) 5 \_\_\_\_\_ ●

Religion (Int) 3 \_\_\_\_\_ ●

Sleight of Hand (Dex) \_\_\_\_\_ 0

Stealth (Dex) \_\_\_\_\_ 0

Survival (Wis) \_\_\_\_\_ 0

Successes O-O-O

Failures O-O-O

Death Saves

Current Hit Points

Temp. Hit Points

Total 1

d8

Hit Dice

Total 7

Marrow

Current Conditions

**ATTACKS & SPELLCASTING**

Attack Mace Damage 1d6 Type Bludgeoning

Attack Crossbow Damage 1d8 Type Piercing

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Spell Save /Maneuver DC 13

Common, Celestial, Primordial

Woodcarver's tools

Light armor, Medium armor, Shields

Simple weapons

### LANGUAGES & PROFICIENCIES

Change Shape, Fey Ancestry, Shelter of the Faithful, Spellcasting, Divine Domain: Discipline

Disciple of Sojobo

### FEATURES & TRAITS



Character Name

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Sojobo (Discipline)

Favored  
Buddha

Cleric 1

Class & Level

Neutral Good

Alignment

Acolyte

Background

Tengu

Race

Experience  
Points

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

Attack \_\_\_\_\_ Damage \_\_\_\_\_ Type \_\_\_\_\_

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Spell Save /Maneuver DC 13

### ATTACKS & SPELLCASTING

2 Holy symbols, Prayer wheel, 5 Sticks of incense, Vestments,

Common clothes, Pouch, Gems (15 gp)

Shield, Hide armor

### NOTES & EQUIPMENT

Cantrips Known: 3, Spell Slots (1st Level): 2

Cantrips: Guidance, Resistance, Spare the Dying

### SPELLS & MAGIC

### LANGUAGES & PROFICIENCIES

### FEATURES & TRAITS

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