

COLLECTIVE NAME

CLASS & LEVEL

SUBCLASS

PROFICIENCY BONUS

RACE

ALIGNMENT

EXPERIENCE POINTS

INFLUENCE POINTS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
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LEADERS

Total \_\_\_\_\_

HIT DICE

AC

Hit Point Max \_\_\_\_\_

CURRENT HIT POINTS

Total \_\_\_\_\_

THREAT DICE

INITIATIVE

SUCCESSSES

FAILURES

CRISIS OF LEADERSHIP

DESCRIPTION

ABILITIES

ALLIANCES

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP \_\_\_\_\_

SP \_\_\_\_\_

EP \_\_\_\_\_

GP \_\_\_\_\_

PP \_\_\_\_\_

EQUIPMENT

FEATURES & TRAITS