Klunk Tu Luk

CHARACTER NAME

Rogue 5	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Orc		
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

+3 PROFICIENCY BONUS

STRENGTH	11	+0
DEXTERITY	14	+2
CONSTITUTION	13	+1
INTELLIGENCE	9	-1
WISDOM	10	+0
CHARISMA	17	+3

13 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 62

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

○	+0	Strength
◉	+5	Dexterity
○	+1	Constitution
◉	+2	Intelligence
○	+0	Wisdom
◉	+6	Charisma

SAVING THROWS

○	+2	Acrobatics (Dex)
○	+0	Animal Handling (Wis)
○	-1	Arcana (Int)
◉	+3	Athletics (Str)
○	+3	Deception (Cha)
○	-1	History (Int)
○	+0	Insight (Wis)
◉	+9	Intimidation (Cha)
○	-1	Investigation (Int)
○	+0	Medicine (Wis)
○	-1	Nature (Int)
◉	+3	Perception (Wis)
○	+3	Performance (Cha)
◉	+6	Persuasion (Cha)
○	-1	Religion (Int)
○	+2	Sleight of Hand (Dex)
○	+2	Stealth (Dex)
○	+0	Survival (Wis)

SKILLS

NAME	ATK BONUS	DAMAGE/TYPE
Spear	+5	1d6 + 2
Spear	+3	1d6
Sneak Attack		3d6

ATTACKS & SPELLCASTING

13 PASSIVE WISDOM (PERCEPTION)

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: thieves' tools
Languages: You can speak, read, and write Common and Orc.
Source: Volo's Guide to Monsters, p. 120

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP
PP

Backpack, Bedroll, Block and Tackle, Hempen Rope (50 feet), Playing Card Set, 2 Two-Person Tent, 15 Spear, Thieves' Tools, Dice Set, 160 Gold (gp), Disguise Kit, Poisoner's Kit, Leather Armor, Poison (Basic)

EQUIPMENT

FEATURES

Klunk Tu Luk

CHARACTER NAME

30	6'9	300
AGE	HEIGHT	WEIGHT
Red	Green/brown	None
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

TRAITS

TREASURE

Rogue

SPELLCASTING CLASS

Intelligence	10	+2
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9