
		
hp		
/ <input type="checkbox"/>	Strength <input type="checkbox"/>	Dexterity <input type="checkbox"/>
AC	○ ATHLETICS	○ ACROBATICS ○ SLEIGHT OF HAND ○ STEALTH
/ <input type="checkbox"/>	Intelligence <input type="checkbox"/>	Wisdom <input type="checkbox"/>
I	○ ARCANA ○ HISTORY ○ INVESTIGATION ○ NATURE ○ RELIGION	○ ANIMAL HANDLING ○ MEDICINE ○ SURVIVAL ○ INSIGHT ○ PERCEPTION
/ <input type="checkbox"/>	Charisma <input type="checkbox"/>	
Spd	○ DECEPTION ○ INTIMIDATION ○ PERFORMANCE ○ PERSUASION	
/ <input type="checkbox"/>	Spells	
PH	/ <input type="checkbox"/> 1 st	
/ <input type="checkbox"/>	Attacks	
SS	/ <input type="checkbox"/> 2 nd	
/ <input type="checkbox"/>	Proficiencies	
HD	/ <input type="checkbox"/> 3 rd	
/ <input type="checkbox"/>		
MS 		

Instructions

Name: Rowan
Race: Corbium
Level: 1
Class: Warlock

Max Hit Points: 9
Armor Class: 13
Initiative: +2
Speed: 30
Proficiency Bonus: +2

Strength +0 <small>ATHLETICS</small>	Dexterity +2 <small>ACROBATICS SLEIGHT OF HAND STEALTH</small>	Constitution +1
Intelligence +2 <small>ARCANA HISTORY INVESTIGATION NATURE RELIGION</small>	Wisdom +2 <small>ANIMAL HANDLING MEDICINE SURVIVAL INSIGHT PERCEPTION</small>	Charisma +2 <small>DECEPTION INTIMIDATION PERFORMANCE PERSUASION</small>

Skills (+2 to main modifier): DECEPTION, INTIMIDATION, PERFORMANCE, PERSUASION

Spells (CHA): Save DC: 12, Atk: +4
 Eldritch Blast: Cantrip, +4H 1d10, 120ft
 Infestation: Cantrip, Con12, 1d6, 30ft
 Spare the Dying: Cantrip, Touch
 Hellish Rebuke: 1SS, 2d10
 False Life: 1SS, 1d4+4, Self

Attacks:
 Quarterstaff: +2H 1d6 (B)
 Dagger: +4H 1d4+2 (P) (R:20/60ft)
 Talons: +0H 1d4 (P)
 Unarmed: +2H 1 (B)

Proficiencies: Thieves Tools, Simple Weapons, Disguise kit, Lang: Common, Auran, Light Armor, Mapach

Hit Dice: 1d8
Death Saves: 1 (represented by 4 dice icons)

Max Spell Slots: 1 (1st), 0 (2nd), 0 (3rd)

Annotations:
 - **Modifier:** Points to the Charisma modifier (+2).
 - **Saving throw modifier (+2 to main modifier):** Points to the Charisma modifier (+2).
 - **Skills (+2 to main modifier):** Points to the Charisma skill list.
 - **Spells (a good reference if you don't have cards):** Points to the Spells section.
 - **Attacks:** Points to the Attacks section.
 - **Proficiencies (only the important ones):** Points to the Proficiencies section.