

Peter Kerr

CHARACTER NAME

Writer (7)

CLASS & LEVEL

Human

RACE

Sage

BACKGROUND

Peter Kerr

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+0

11

CONSTITUTION

+1

12

INTELLIGENCE

+3

16

WISDOM

+2

15

CHARISMA

+2

14

- ☐ +0 Strength
- ☐ +0 Dexterity
- ☐ +1 Constitution
- ☒ +5 Intelligence
- ☒ +4 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +0 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☒ +5 Arcana INT
- ☐ +0 Athletics STR
- ☐ +2 Deception CHA
- ☒ +5 History INT
- ☒ +4 Insight WIS
- ☐ +2 Intimidation CHA
- ☒ +5 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +3 Nature INT
- ☐ +2 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +0 Religion WIS
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX
- ☐ +2 Survival WIS
- ☐ +5 Writing (WIS)
- ☐ _____
- ☐ _____

SKILLS

+0

INITIATIVE

ARMOR

10

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

7

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HIT POINTS

Total 1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

The Pen

=== LANGUAGES ===

English, Korean (Basic)

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Creative Recovery ? 1 / Long Rest

Once per day when you finish a short rest, you can write a short story to recover mental energy and reduce stress levels.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

14

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Witty Comment

+2

Mental

Sass

+2

Mental

Sarcastic bite

+2

Mental

WEAPON ATTACKS & CANTRIPS