

INTREPID ONE NAME

PLAYER NAME

CLASS

BLOODLINE

BLOOD SWORD

EXPERIENCE POINTS

LEVEL

ARMOR
CLASS

INITIATIVE

SPEED

PASSIVE PERCEPTION
(WISDOM)

HEROIC
ABILITY

INSPIRATION

PROFICIENCY
BONUS

CURRENT
HIT POINTS

TEMPORARY
HIT POINTS

HIT DICE

DEATH SAVES

TOTAL

SUCCESSSES

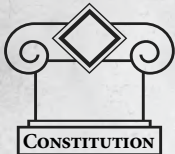
FAILURES



STRENGTH



DEXTERITY



CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA

SAVING THROWS

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

SKILLS

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)



BLOOD DIE

SHIVER



AUDACITY



NAME


ATK BONUS

DAMAGE/TYPE

FEATURES AND TRAITS

ATTACKS AND SPELLCASTING

TRAINING OR DISTINCTIVE MARK



TRAITS AND SOURCES OF COURAGE

TRAITS AND SOURCES OF FEAR

SPELLCASTING ABILITY

**SPELL SAVE
DC**

SPELL ATTACK BONUS

PROFICIENCIES AND LANGUAGES

[illegible][illegible][illegible]

EQUIPMENT AND TREASURE