

Choe Pho



Character Sheet

Written by:
Travis Legge
Art by:
Stinky Goblin

Character Name

Choe Pho

Character Sheet

STR

8

-1

DEX

10

+0

CON

13

+1

INT

12

+1

WIS

16

+3

CHA

16

+3

13

INSPIRATION

+2

PROFICIENCY BONUS

Cleric 1

Class & Level

Neutral Good

Alignment

Acolyte

Background

Tengu

Race

Experience Points

Strength _____ 0
Dexterity _____ 0
Constitution _____ 0
Intelligence _____ 0
Wisdom 5 _____ 0
Charisma 5 _____ 0

SAVING THROWS

Acrobatics (Dex) _____ 0
Animal Handling (Wis) _____ 0
Arcana (Int) _____ 0
Athletics (Str) _____ 0
Deception (Cha) _____ 0
History (Int) 3 _____ 0
Insight (Wis) 5 _____ 0
Intimidation (Cha) _____ 0
Investigation (Int) _____ 0
Medicine (Wis) _____ 0
Nature (Int) _____ 0
Perception (Wis) _____ 0
Performance (Cha) _____ 0
Persuasion (Cha) 5 _____ 0
Religion (Int) 3 _____ 0
Sleight of Hand (Dex) _____ 0
Stealth (Dex) _____ 0
Survival (Wis) _____ 0

SKILLS

PASSIVE PERCEPTION (WISDOM)

14/16

Armor Class

+0

Initiative

30 ft.

Speed

9

Hit Point Maximum

Successes
O-O-O

Failures
O-O-O

Death Saves

Current Hit Points

Temp. Hit Points

Total 1

d8

Hit Dice

Total 7

Marrow

Current Conditions

Attack Mace Damage 1d6 Type Bludgeoning

Attack Crossbow Damage 1d8 Type Piercing

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Spell Save / Maneuver DC 13

ATTACKS & SPELLCASTING

Common, Celestial, Primordial

Woodcarver's tools

Light armor, Medium armor, Shields

Simple weapons

LANGUAGES & PROFICIENCIES

Change Shape, Fey Ancestry, Shelter of the

Faithful, Spellcasting, Divine Domain: Discipline

Disciple of Sojobo

FEATURES & TRAITS

Character Name

Choe Pho

Character Sheet

Sojobo (Discipline)

Favored
Buddha

Cleric 1

Class & Level

Neutral Good

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Background

Tengu

Race

Experience
Points

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Attack _____ Damage _____ Type _____

Spell Save /Maneuver DC 13

ATTACKS & SPELLCASTING

2 Holy symbols, Prayer wheel, 5 Sticks of incense, Vestments,

Common clothes, Pouch, Gems (15 gp)

Shield, Hide armor

NOTES & EQUIPMENT

Cantrips Known: 3, Spell Slots (1st Level): 2

Cantrips: Guidance, Resistance, Spare the Dying

SPILLS & MAGIC

LANGUAGES & PROFICIENCIES

FEATURES & TRAITS

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Speed

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Constitution _____ 0
Intelligence _____ 0
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Charisma 5 _____ 0

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Investigation (Int) _____ 0
Medicine (Wis) _____ 0
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Perception (Wis) _____ 0
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Sleight of Hand (Dex) _____ 0
Stealth (Dex) _____ 0
Survival (Wis) _____ 0

SKILLS

PASSIVE PERCEPTION (WISDOM)

Successes
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Failures
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SPILLS & MAGIC

LANGUAGES & PROFICIENCIES

FEATURES & TRAITS

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