

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

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)

Armor Class **Initiative** **Speed**

Maximum **Temporary**

HIT POINTS

EXHAUSTION LEVEL **SUCCESSSES** **LEVEL DIE USED**
FAILURES **DEATH SAVES** **HIT DICE**

Weapon **Range**
To hit **Damage**

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Weapon **Range**
To hit **Damage**

Ammunition **Count** /
Ammunition **Count** /

Attacks per Attack Action:

ATTACKS & WEAPONS

Ki / Spell Save DC **Spell Attack Mod**
Cantrips Known **Spells**

PASSIVE WISDOM (PERCEPTION)

CP **GP**

SP **PP**

ARMOR
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Other Weapons:

LANGUAGES **TOOLS & OTHERS**

PROFICIENCIES

SPELLCASTING & OTHER

ARMOR & SHIELD
Armor & Shield AC Stealth Dis.

FEATURES & TRAITS

