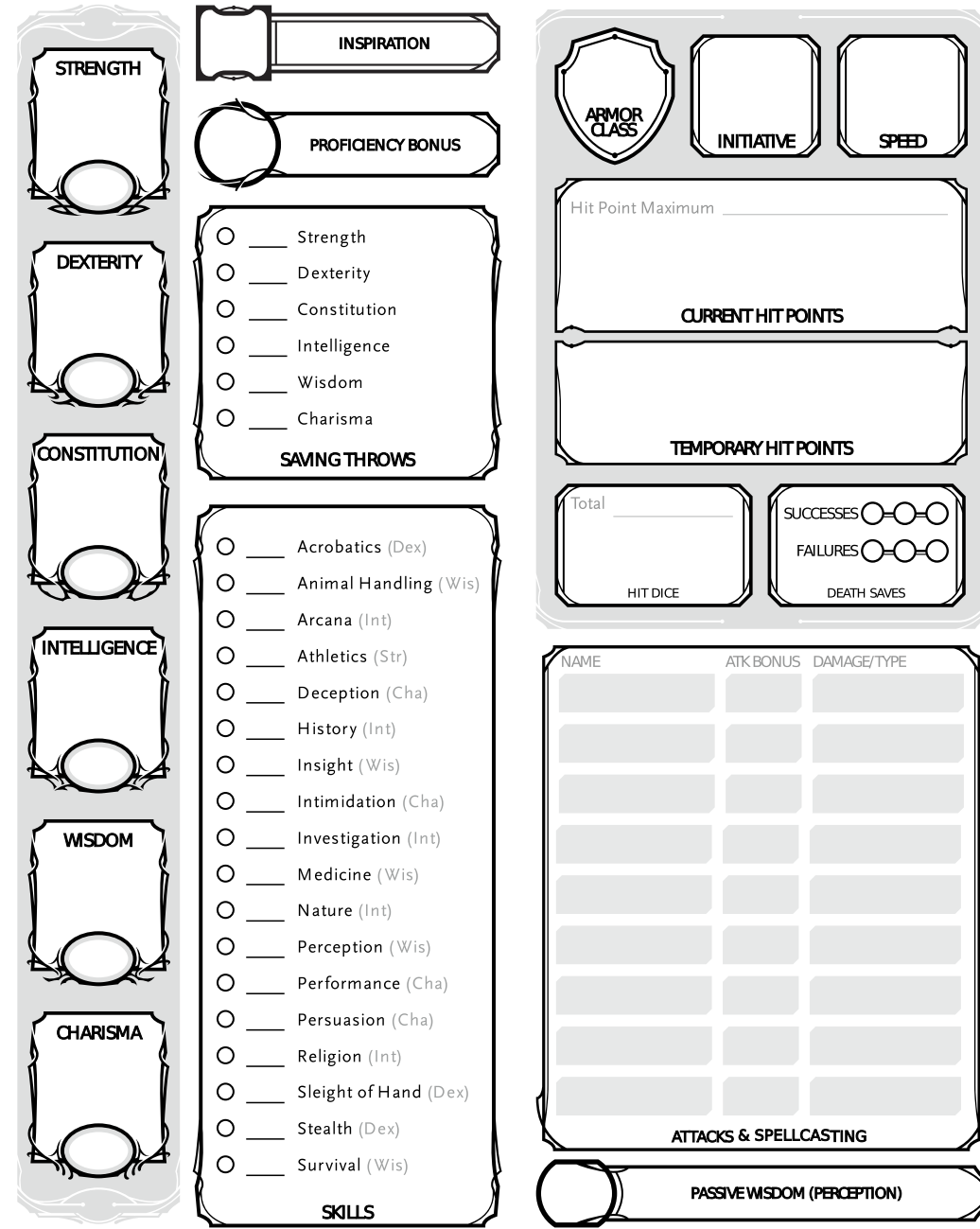
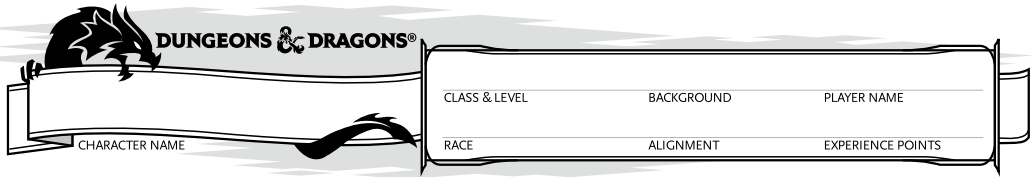


NOTES



NOTES



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐ ____ Strength

☐ ____ Dexterity

☐ ____ Constitution

☐ ____ Intelligence

☐ ____ Wisdom

☐ ____ Charisma

SAVING THROWS

☐ ____ 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)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ☐ ☐ ☐ ☐

FAILURES ☐ ☐ ☐ ☐

DEATH SAVED

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)