



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

___ 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

MAXIMUM
HIT POINTS

ARMOR
CLASS

INITIATIVE

NAME

CLASS

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