

INITIATIVE	NAME	CLASS	LEVEL	EXP	SPEED	INITIATIVE	NAME	CLASS	LEVEL	EXP	SPEED								
	CONDITIONS				CONDITIONS				CONDITIONS										
	CONDITION		END STATE		CONDITION		END STATE		CONDITION		END STATE								
<b>AC</b>					<b>LOW-LIGHT</b>					<b>LOW-LIGHT</b>									
<b>FORT</b>					<b>BLINDSIGHT</b>					<b>BLINDSIGHT</b>									
<b>REF</b>					<b>DARKVISION</b>					<b>DARKVISION</b>									
<b>WILL</b>					<b>TREMORSENSE</b>					<b>TREMORSENSE</b>									
<b>MODIFICATIONS &amp; EFFECTS</b>	<b>BASIC ATTACKS</b>				ATTACK	DEFENSE	WEAPON/POWER	DAMAGE	<b>MODIFICATIONS &amp; EFFECTS</b>	<b>BASIC ATTACKS</b>				ATTACK	DEFENSE	WEAPON/POWER	DAMAGE		
RESISTANCES		VS			RESISTANCES		VS		RESISTANCES		VS		VS						
SAVING THROW MODS		VS			SAVING THROW MODS		VS		SAVING THROW MODS		VS		VS						
2nd WIND USED	<input type="checkbox"/>	ACTION PTS USED	<input type="checkbox"/>	<input type="checkbox"/>	2nd WIND USED	<input type="checkbox"/>	ACTION PTS USED	<input type="checkbox"/>	2nd WIND USED	<input type="checkbox"/>	ACTION PTS USED	<input type="checkbox"/>	<input type="checkbox"/>	2nd WIND USED	<input type="checkbox"/>				
BLOODYED	<input type="checkbox"/>	DEATH SAVE FAIL	<input type="checkbox"/>	<input type="checkbox"/>	BLOODYED	<input type="checkbox"/>	DEATH SAVE FAIL	<input type="checkbox"/>	BLOODYED	<input type="checkbox"/>	DEATH SAVE FAIL	<input type="checkbox"/>	<input type="checkbox"/>	BLOODYED	<input type="checkbox"/>				
HEALING SURGES USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALING SURGES USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALING SURGES USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALING SURGES USED	<input type="checkbox"/>				
PASSIVE SKILLS					HP					HP					HP				
INSIGHT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	INSIGHT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	
PERCEPT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	PERCEPT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	
ABILITY SCORES					MAX HP					MAX HP					MAX HP				
STR	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	STR	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	CHA	
WIS	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	WIS	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	CHA	
CHA	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	CHA	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	CHA	
HEALING SURGES					BLOOD					BLOOD					BLOOD				
PER DAY	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	PER DAY	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	
VALUE	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	VALUE	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	

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<b>MODIFICATIONS &amp; EFFECTS</b>	<b>BASIC ATTACKS</b>				ATTACK	DEFENSE	WEAPON/POWER	DAMAGE	<b>MODIFICATIONS &amp; EFFECTS</b>	<b>BASIC ATTACKS</b>				ATTACK	DEFENSE	WEAPON/POWER	DAMAGE		
RESISTANCES		VS			RESISTANCES		VS		RESISTANCES		VS		VS						
SAVING THROW MODS		VS			SAVING THROW MODS		VS		SAVING THROW MODS		VS		VS						
2nd WIND USED	<input type="checkbox"/>	ACTION PTS USED	<input type="checkbox"/>	<input type="checkbox"/>	2nd WIND USED	<input type="checkbox"/>	ACTION PTS USED	<input type="checkbox"/>	2nd WIND USED	<input type="checkbox"/>	ACTION PTS USED	<input type="checkbox"/>	<input type="checkbox"/>	2nd WIND USED	<input type="checkbox"/>				
BLOODYED	<input type="checkbox"/>	DEATH SAVE FAIL	<input type="checkbox"/>	<input type="checkbox"/>	BLOODYED	<input type="checkbox"/>	DEATH SAVE FAIL	<input type="checkbox"/>	BLOODYED	<input type="checkbox"/>	DEATH SAVE FAIL	<input type="checkbox"/>	<input type="checkbox"/>	BLOODYED	<input type="checkbox"/>				
HEALING SURGES USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALING SURGES USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALING SURGES USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	HEALING SURGES USED	<input type="checkbox"/>				
PASSIVE SKILLS					HP					HP					HP				
INSIGHT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	INSIGHT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	
PERCEPT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	PERCEPT	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	
ABILITY SCORES					MAX HP					MAX HP					MAX HP				
STR	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	STR	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	CHA	
WIS	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	WIS	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	CHA	
CHA	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	CHA	<input type="checkbox"/>	CON	<input type="checkbox"/>	DEX	INT	<input type="checkbox"/>	WIS	CHA	
HEALING SURGES					BLOOD					BLOOD					BLOOD				
PER DAY	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	PER DAY	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	
VALUE	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	<input type="checkbox"/>	CHA	VALUE	<input type="checkbox"/>	STR	<input type="checkbox"/>	CON	INT	<input type="checkbox"/>	WIS	CHA	

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LANGUAGES KNOWN

SKILLS

SPEED

AC

FORT

REF

WILL

PASSIVE SKILLS



LOW-LIGHT  
BLindsight  
DARKVISION  
TREMORSENSE

HP  
MAX HP

BLOOD

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