Character Name	;	Race		Class & Level	
STR	DEX	CON	INT	WIS	СНА
SIK	DEX	CON	INI	W15	CHA
Proficiency B	onus Passi	ive Perception	Armor Class	Speed	Init. Bonus
SAVING THROWS				-	
□ Strength □ Dexterity □ Constitution			Max: Hit Points	Temp HP	Die: HP Dice
□ Constitution □ Intelligence □ Wisdom □ Charisma			Name	ATTACKS Atk. Bonus	Damage
SKILLS					
☐ ☐ Animal Handling (WIS)					
□ □ Arcana (INT)					
□ □ Athletics (STR)					
□ □ Deception (CHA)					
	History (I	†			
		1			
	Intimidati	ł			
	 Investigati	,	Spellcasting	Spell Save	Spell Attack
	Medicine ((WIS)	Ability	DC	Bonus
	Nature (IN	NT)	Expended Max		
	Perception	n (WIS)			
	Performan	nce (CHA)	1	2	3
	Persuasion	n (CHA)			
	□ □ Religion (INT)				
	Sleight of	Hand (DEX)	4	5	6
	Stealth (D	EX)			
	Survival (1	WIS)			
			7	8	9

ABILITIES	INVENTORY