

- ☐ **ACROBATICS** *DEX*
- ☐ **ANIMAL HANDLING** *WIS*
- ☐ **ARCANA** *INT*
- ☐ **ATHLETICS** *STR*
- ☐ **DECEPTION** *CHA*
- ☐ **HISTORY** *INT*
- ☐ **INSIGHT** *WIS*
- ☐ **INTIMIDATION** *CHA*
- ☐ **INVESTIGATION** *INT*
- ☐ **MEDICINE** *WIS*
- ☐ **NATURE** *INT*

HIT DICE

USED

INITIATIVE

SPEED

NAME	RANGE	TO-HIT	DAMAGE

☐	PERCEPTION <i>WIS</i>	☐	PASSIVE
☐	PERFORMANCE <i>CHA</i>	☐	PROFICIENCY BONUS
☐	PERSUASION <i>CHA</i>	☐	WEAPONS
☐	RELIGION <i>INT</i>	☐	
☐	SLEIGHT OF HAND <i>DEX</i>	☐	
☐	STEALTH <i>DEX</i>	☐	
☐	SURVIVAL <i>WIS</i>	☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	
☐		☐	

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

LEVEL 12 PTS

LEVEL 23 PTS

LEVEL 35 PTS

LEVEL 46 PTS

LEVEL 57 PTS

LEVEL 6ONE CAST PER LONG REST9 PTS

LEVEL 7ONE CAST PER LONG REST10 PTS

LEVEL 8ONE CAST PER LONG REST11 PTS

LEVEL 9ONE CAST PER LONG REST13 PTS

EQUIPMENT

PP

GP

EP

SP

CP

BACKPACK — OUTSIDE

POUCHES, POCKETS, & BELTS

BACKPACK — INSIDE

AMMUNITION

NAME	COUNT