



NAME

LEVEL

CLASS

RACE

BACKGROUND

**STR**

**INSPIRATION SHOT!**

**DEX**

- STR Save
- DEX Save
- CON Save
- INT Save
- WIS Save
- CHA Save

**CON**

- 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)

**INT**

**PASSIVE PERCEPTION**

**WIS**

**PROFICIENCY BONUS**

**CHA**

**LANGUAGES & PROFICIENCIES**

**ARMOR CLASS**

**INITIATIVE**

**SPEED**

**HP**

**MAX HP**

**TEMP HP**

**CURRENT HIT DICE**

**SUCCESS FAILURE**

**DEATH SAVES**

**CLASS FEATURES**

NAME	TO HIT	DAMAGE	TYPE	RANGE	AMMO	PROPERTIES

**ATTACKS**

**PACK PACK**



**SPELLCASTING CLASS**

CASTING ABILITY

SPELLS PREPARED

SPELL ATTACK

SPELL SAVE DC

SPELL SLOTS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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**CLASS ABILITIES**

**CANTRIPS**

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**2nd LEVEL SPELLS**

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**3rd LEVEL SPELLS**

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**4th LEVEL SPELLS**

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**1st LEVEL SPELLS**

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**5th LEVEL SPELLS**

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**6th LEVEL SPELLS**

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**7th LEVEL SPELLS**

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**8th LEVEL SPELLS**

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**9th LEVEL SPELLS**

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