

# WARDENS of the Eastern Marches

ABILITY SCORES & BONUSES

## SKILLS

- 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)

NAME

CLASS

ALLIANCE

LEVEL

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

SUCCESSES!!!

FAILURES...

ATTACK/WEAPON

TO-HIT BONUS RANGE DAMAGE/TYPE

SPECIAL COMBAT ABILITIES:

CURRENT

TEMP.

ARMOR CLASS

HIT POINTS

MAX

HIT DICE

PROFICIENCY BONUS

MOVE

FEET/RD.

INITIATIVE BONUS

RESISTANCES & IMMUNITIES

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

FEATURES & TRAITS

PROFICIENCIES & LANGUAGES

EQUIPMENT (& LOOT)

CANTRIPS

1ST. LVL.

2ND LVL.

SPELL SLOTS

1

2

3

4

5

CP:

SP:

EP:

GP:

PP: