Hit Points
_____ Maximum
_____ Bloodied
_____ Surge
(___/day)

+__ Initiative ___ Action Pts

___ AC
___ FORT
___ REF
___ WILL
+__ Save

Vision/Senses
Immunities
Resistances
Vulnerabilities

Name
Class & Level
Type/Race
Speed(s) Align Size

_____ STR (+__) _____ CON (+__) _____ DEX (+__) _____ INT (+__) _____ WIS (+__) _____ CHA (+__)

___ Acrobatics ___ Bluff ___ Endurance ___ *Insight* ___ *Perception* ___ Streetwise
___ Arcana ___ Diplomacy ___ Heal ___ Intimidate ___ Religion ___ Thievery
___ Athletics ___ Dungeoneer ___ History ___ Nature ___ Stealth

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Combat Actions	Type	Reach	Range	Target	Att	Def	Damage	Other effects