DRUID FORM

PASSIVE PERCEPTION

STR	DEX	CON	INT	WIS	CHA

ABILITY BONUS

ABILITY SCORE

BLINDSIGHT — DARKVISION — TRUESIGHT — TREMORSENSE

- ACROBATICS (DEX)
- AN. 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)
- SL. OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

SAVING THROWS

- CHARISMA
- CONSTITUTION
- DEXTERITY
- INTELLIGENCE
- STRENGTH
- WISDOM

ARMOR CLASS

TOTAL HP

INITIATIVE

RUN CLIMB SWIM FLY

TEMPORARY HP

DEATH

LIFE

BUFFS & CONDITIONS

CURRENT HIT POINTS

I R V	I R V	I R V
○○○ BLUDG.	○○○ POISON	○○○ RADIANT
○○○ PIERCING	○○○ ACID	○○○ LIGHTNING
○○○ SLASHING	○○○ PSYCHIC	○○○ THUNDER
○○○ COLD	○○○ NECROTIC	○○○ FORCE
○○○ FIRE		

IMMUNITIES, RESISTANCES, & VULNERABILITIES

NOTES

WEAPON	ATK	DAMAGE
		S P B
EFFECT		
		S P B
		S P B

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