


































MONSTER WORKSHEET

MONSTER NAME/DESCRIPTION:

 ARMOUR CLASS	 HIT POINTS	 HIT DICE
 CR / XP	 MAXIMUM HIT POINTS	 MAXIMUM HIT DICE

 PROFICIENCY BONUS	 INSPIRATION	 PASSIVE PERCEPTION	 PASSIVE INSIGHT
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 STRENGTH	 Athletics	 DEXTERITY	 Acrobatics	 CONSTITUTION	 INTELLIGENCE	 WISDOM	 CHARISMA
 Saving Throw	 Athletics	 Saving Throw	 Acrobatics	 Saving Throw	 Intelligence	 Saving Throw	 Charisma
	 Sleight of Hand		 Stealth		 Investigation		 Animal Hand.
					 Legends		 Insight
					 Nature		 Medicine
					 Religion		 Perception
							 Survival
							 Deception
							 Intimidation
							 Performance
							 Persuasion

SPECIAL SENSES: Blindsight _____ ft Darkvision _____ ft Tremorsense _____ ft Truesight _____ ft

CONDITION IMMUNITIES: Blinded Charmed Deafened Exhaustion Frightened Grappled Incapacitated Invisible Paralyzed Petrified Poisoned Prone Restrained Stunned Unconscious

DAMAGE IMMUNITIES: Acid Bludgeoning (Magical Silvered) Cold Fire Force Lightning Necrotic Piercing (M S) Poison Psychic Radiant Slashing (M S) Thunder

DAMAGE RESISTANCES: Acid Bludgeoning (Magical Silvered) Cold Fire Force Lightning Necrotic Piercing (M S) Poison Psychic Radiant Slashing (M S) Thunder

FEATURES

ATTACKS AND ACTIONS

Name/Description	To-hit	Reach and Range	Damage/Effects:

REACTIONS

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