DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

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

SAVING THROWS

- ○ ACROBATICS (Dex)
- ○ ANIMAL HANDLING (Wis)
- ○ ARCANA (Int)
- ○ ATHLETICS (Str)
- ○ DECEPTION (Chr)
- ○ HISTORY (Int)
- ○ INSIGHT (Wis)
- ○ INTIMIDATION (Chr)
- ○ INVESTIGATION (Int)
- ○ MEDICINE (Wis)
- ○ NATURE (Int)
- ○ PERCEPTION (Wis)
- ○ PERFORMANCE (Chr)
- ○ PERSUASION (Chr)
- ○ RELIGION (Int)
- ○ SLEIGHT OF HAND (Dex)
- ○ STEALTH (Dex)
- ○ SURVIVAL (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINTS

CURRENT   MAXIMUM

TEMPORARY HIT POINTS

TOTAL _____

HIT DICE

SUCCESSFUL ○○○
FAILED ○○○

DEATH SAVES

NAME	ATTACK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

1 SLOTS TOTAL — SLOTS EXPENDED

SPELL NAME

PREPARED

SPELLS KNOWN

2

3

4

5

6

7

8

9