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 (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)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ◯ ◯ ◯
FAILURES ◯ ◯ ◯

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

D&D

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL SLOTS EXPENDED

1

PREPARED SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9