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

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

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