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

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING CLASS

0 CANTRIPS

3

6

- ○
- ○
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SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

7

PREPARED   SPELL NAME

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8

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SPELLS KNOWN

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9

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