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

3

6

SPELL LEVEL

SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

7

4

SPELLS KNOWN

2

8

5

9