



DUNGEONS & DRAGONS



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

CARRYING CAPACITY

STRENGTH

SAVING THROWS
ATHLETICS

DEXTERITY

SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

WISDOM

SAVING THROWS
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

CHARISMA

SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION



CURRENT HIT POINTS

HIT DICE

TEMP HIT POINTS

CONDITIONS

SUCCESSSES

FAILURES

DEATH SAVES

WEAPON	ATK BONUS	DAMAGE / TYPE
		<input type="radio"/> S <input type="radio"/> P <input type="radio"/> B
		<input type="radio"/> S <input type="radio"/> P <input type="radio"/> B
		<input type="radio"/> S <input type="radio"/> P <input type="radio"/> B
CANTRIP	DAMAGE / TYPE / EFFECT / DC	
		<input type="radio"/> S <input type="radio"/> V <input type="radio"/> M
		<input type="radio"/> S <input type="radio"/> V <input type="radio"/> M
		<input type="radio"/> S <input type="radio"/> V <input type="radio"/> M
		<input type="radio"/> S <input type="radio"/> V <input type="radio"/> M

SPELL SLOTS

	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
TOTAL									
USED									

SPELL

DC

ATK

TOTAL REMAINING

ATTACKS & SPELLCASTING

I R V

☐ BLUDGEONING
☐ PIERCING
☐ SLASHING
☐ COLD
☐ FIRE
☐ POISON
☐ ACID

I R V

☐ PSYCHIC
☐ NECROTIC
☐ RADIANT
☐ LIGHTNING
☐ THUNDER
☐ FORCE

IMMUNITIES, RESISTANCES, & VULNERABILITIES

BUFFS & DEBUFFS

FEATURES & TRAITS

LANGUAGES & OTHER PROFICIENCIES

BACKPACK

TOTAL WEIGHT

ENCUMBERED

HEAVILY ENCUMBERED



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS



SPELLCASTING
CLASS


SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS




CANTRIPS




SLOTS TOTAL

I


SLOTS EXPENDED




II



III




IV




V




VI



VII



VIII



IX

SPELLS KNOWN