



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION
PROFICIENCY BONUS

DEXTERITY

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

CONSTITUTION

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

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS
INITIATIVE
SPEED

Hit Point Maximum _____
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESSES
FAILURES

PERSONALITY TRAITS

IDEALS
BONDS
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP
SP
EP
GP
PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

	NAME
	SYMBOL

ALLIES & ORGANIZATIONS

	ADDITIONAL FEATURES & TRAITS
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CHARACTER BACKSTORY

	TREASURE
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SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
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0 CANTRIPS	3	6	7	8	9
SPELL LEVEL SLOTS TOTAL PREPARED SLOTS EXPENDED	SPELL NAME				
1	2	3	4	5	6
SPELLS KNOWN					