


DUNGEONS & DRAGONS®

Character Name

Race

Class

Level

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Hit Points

Max HP

Current HP

Armor Class

Initiative

Speed

Saving Throws

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Hit Dice

Max

Current

Death Saves

Passed

Failed

Weapon Attacks

Name

Bonus to hit

Damage

Abilities

Skills

Acrobatics

Animal Handling

Arcana

Athletics

Deception

History

Insight

Intimidation

Investigation

Medicine

Nature

Perception

Performance

Persuasion

Religion

Sleight of Hand

Stealth

Survival

Other Proficiencies

Spells

Spell Attack Bonus

Spell Save DC

Max Spell Slots

Spell Slots Used

Name

Level

Attack / Save

Damage / Effect

Inventory

Coins

Gold

Silver

Copper