



DUNGEONS
& DRAGONS



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY
BONUS

PASSIVE
WISDOM

INSPIRATION

CARRYING
CAPACITY

STRENGTH

- ◇ SAVING THROWS
- ATHLETICS

DEXTERITY

- ◇ SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- ◇ SAVING THROWS

INTELLIGENCE

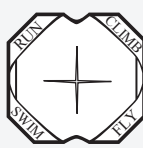
- ◇ SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- ◇ SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- ◇ SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION



CURRENT HIT POINTS

HIT DICE

TEMPORARY HIT POINTS

CONDITIONS

DEATH SAVES

○ __ BLINDSIGHT ○ __ TREMORSENSE

○ __ DARKVISION ○ __ TRUESIGHT

SENSES

I R V

○○○ BLUDGEONING

○○○ PIERCING

○○○ SLASHING

○○○ COLD

○○○ FIRE

○○○ POISON

○○○ ACID

I R V

○○○ PSYCHIC

○○○ NECROTIC

○○○ RADIANT

○○○ LIGHTNING

○○○ THUNDER

○○○ FORCE

IMMUNITIES, RESISTANCES, & VULNERABILITIES

BUFFS & DEBUFFS

WEAPON

ATK BONUS

DAMAGE / TYPE

CANTRIP

DAMAGE / TYPE / EFFECT / DC

SPELL SLOTS

TOTAL
USED

1ST

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

SPELL

DC

ATK

BASE

PROFICIENCY

SPELLCASTING ABILITY

MODIFIER

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

BACKPACK

TOTAL WEIGHT

ENCUMBERED

HEAVILY ENCUMBERED



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

MORE GEAR



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS



CANTRIPS



III



VI



SLOTS TOTAL

I

SLOTS EXPENDED



IV



VII



II



V



VIII



IX

SPELLS KNOWN

COMPANION NAME

CREATURE

BONDED TO

CREATURE SIZE

CREATURE ALIGNMENT

WEIGHT

CREATURE TYPE

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

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

ARMOR CLASS

INITIATIVE

CARRYING CAPACITY

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

☐ WALK

☐ FLY

☐ SWIM

☐ CLIMB

☐ BURROW

MOVEMENT

☐ BLINDSIGHT

☐ DARKVISION

☐ TREMORSENSE

☐ TRUESIGHT

SENSES

WEAPON

ATK BONUS

DAMAGE / TYPE

○ S
○ P
○ B

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○ P
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ACTIONS

FEATURES & TRAITS

I R V

- BLUDGEONING
- PIERCING
- SLASHING
- COLD
- FIRE
- POISON
- ACID

I R V

- PSYCHIC
- NECROTIC
- RADIANT
- LIGHTNING
- THUNDER
- FORCE

DAMAGE IMMUNITIES, RESISTANCES, & VULNERABILITIES

ITEM

CARRYING

WT

ITEM

WT

TOTAL WEIGHT

ENCUMBERED

HEAVILY ENCUMBERED