DUNGEONS & DRAGONS®

First Last
CHARACTER NAME

| 0 Subclass, Class | Background | Discord Name |
|---|---|---|
| CLASS & LEVEL | BACKGROUND | PLAYER NAME |
| Sub Race, Race | Alignment | 0 |
| RACE | ALIGNMENT | EXPERIENCE POINTS |

INSPIRATION

2 PROFICIENCY BONUS

| | | |
|---|---|---|
| STRENGTH | 10 | 0 |
| DEXTERITY | 11 | 0 |
| CONSTITUTION | 12 | 1 |
| INTELLIGENCE | 13 | 1 |
| WISDOM | 14 | 2 |
| CHARISMA | 15 | 2 |

| | | |
|---|---|---|
| 0 | 0 | Strength |
| 0 | 0 | Dexterity |
| 0 | 1 | Constitution |
| 0 | 1 | Intelligence |
| 0 | 2 | Wisdom |
| 0 | 2 | Charisma |

SAVING THROWS

| | | |
|---|---|---|
| 5 | -5 | Acrobatics (Dex) |
| 5 | -4 | Animal Handling (Wis) |
| 5 | -4 | Arcana (Int) |
| 5 | -3 | Athletics (Str) |
| 5 | -3 | Deception (Cha) |
| 5 | -2 | History (Int) |
| 5 | -2 | Insight (Wis) |
| 5 | -1 | Intimidation (Cha) |
| 5 | -1 | Investigation (Int) |
| 5 | 0 | Medicine (Wis) |
| 5 | 0 | Nature (Int) |
| 5 | 1 | Perception (Wis) |
| 5 | 1 | Performance (Cha) |
| 5 | 2 | Persuasion (Cha) |
| 5 | 2 | Religion (Int) |
| 5 | 3 | Sleight of Hand (Dex) |
| 5 | 3 | Stealth (Dex) |
| 5 | 4 | Survival (Wis) |

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

10 ARMOR CLASS

0 INITIATIVE

30 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

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