



DUNGEONS & DRAGONS

Class & Level

Background

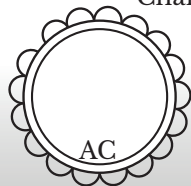
Player Name

Race

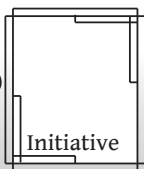
Alignment

Experience Points

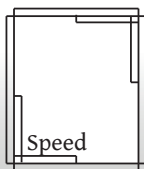
Character Name



AC



Initiative



Speed



Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma

Proficiency Bonus

Inspiration

Passive Perception*

____ Stat + Prof

- ◇ Saving Throw
- Athletics

____ Stat + Prof

- ◇ Saving Throw
- Acrobatics
- Sleight Of Hand
- Stealth

____ Stat + Prof

- ◇ Saving Throw

- Arcana
- History
- Investigation
- Nature
- Religion

Hit Dice

____ Stat + Prof

- ◇ Saving Throw

- Arcana
- History
- Investigation
- Nature
- Religion

____ Stat + Prof

- ◇ Saving Throw

- Animal Handling
- Insight
- Medicine
- Perception*
- Survival

____ Stat + Prof

- ◇ Saving Throw

- Deception
- Intimidation
- Performance
- Persuasion

Max Hit Points

Current Hit Points

Temporary Hit Points

Successes

○○○

Death
Saves

Failures

○○○

Ki Points

Name

Bonus

Dmg/Type

Attacks

Ki Ability

Ki Attack
Bonus

Ki Save DC

Personality Traits

Ideals

Bonds

Flaws

Features & Traits

Languages & Other Proficiencies

Form Level

Form Name

Forms Known

PP

GP

SP

CP

Items & Equipment

