

DUNGEONS & DRAGONS®

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

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

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS	INITIATIVE	SPEED
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Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total	SUCCESES	FAILURES
HIT DICE	○—○—○	○—○—○
	DEATH SAVES	

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

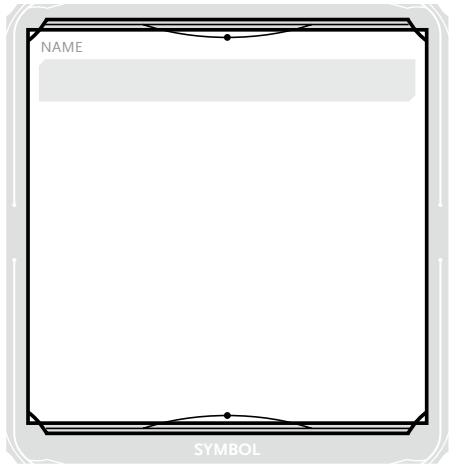
FEATURES & TRAITS



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

