

# 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
-------------	------------	-------

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