

# 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

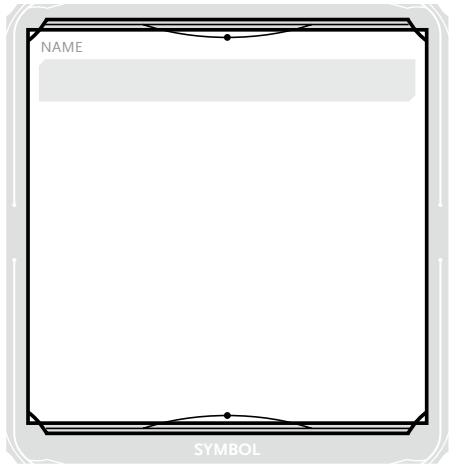
FEATURES & TRAITS



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
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0	CANTRIPS								
SPELLS KNOWN									
SLOT LEVEL		SLOTS TOTAL	SLOTS EXPENDED						
1	PREPARED	SPELL NAME							
2									
3									
4									
5									
6									
7									
8									
9									