



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



| | | | |
|----------------|------|--------|--------|
| CHARACTER NAME | AGE | HEIGHT | WEIGHT |
| | EYES | SKIN | HAIR |

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKGROUND

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

1

SLOTS TOTAL

SLOTS EXPENDED

4

7

2

5

8

9

SPELLS KNOWN