DUNGEONS & DRAGONS®

CHARACTER NAME

GENDER　　　　　BACKGROUND　　　　　PLAYER NAME

RACE　　　　　ALIGNMENT　　　　　EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

TOTAL LEVELS

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS
- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

SKILLS
- ○ ____ 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)

MAIN CLASS

MULTI CLASS

ARMOR CLASS

CARRY LIMIT

SPEED

MAX HP

INITIATIVE

PASSIVE WIS

CURRENT HP

TEMP HP

Total ____

HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Type ____

	Disadv.	Base AC	Dex Mod	Shield	AC Mod

ARMOR & SHIELDS

NOTES

Type ____

	Proficient	Damage Die	+Attack	+Damage

MAIN WEAPON

Type ____

	Proficient	Damage Die	+Attack	+Damage

SECONDARY WEAPON

NOTES

Type ____

	Proficient	Damage Die	+Attack	+Damage

TERTIARY WEAPON

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP
PP

EQUIPMENT

FEATURES & TRAITS

D&D

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

CARRY LIMIT	WEIGHT	VALUE

WEIGHT	VALUE	#	ITEM DESCRIPTION

EQUIPPED ARMOR

EQUIPPED SHIELD

EQUIPPED WEAPONS

EQUIPMENT

WEIGHT	VALUE	#	ITEM DESCRIPTION

WEIGHT	VALUE	#	ITEM DESCRIPTION

D&D

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL
SLOTS TOTAL
SLOTS EXPENDED

1

PREPARED
SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

SPELL DESCRIPTIONS

Name _____

Type _____

Casting Time _____

Range _____

Components _____

Duration _____

Name _____

Type _____

Casting Time _____

Range _____

Components _____

Duration _____

Name _____

Type _____

Casting Time _____

Range _____

Components _____

Duration _____

SPELL DESCRIPTIONS

BACKSTORY

BACKSTORY