



DUNGEONS & DRAGONS®
Current Standard CS v1.4

CHARACTER NAME

Combat

	◆ — SAVING THROW ○ — ATHLETICS
	◆ — SAVING THROW ○ — ACROBATICS ○ — SLEIGHT OF HAND ○ — STEALTH
	◆ — SAVING THROW
	◆ — SAVING THROW ○ — ARCANA ○ — HISTORY ○ — INVESTIGATION ○ — NATURE ○ — RELIGION
	◆ — SAVING THROW ○ — ANIMAL HANDLING ○ — INSIGHT ○ — MEDICINE ○ — PERCEPTION ○ — SURVIVAL
	◆ — SAVING THROW ○ — DECEPTION ○ — INTIMIDATION ○ — PERFORMANCE ○ — PERSUASION
PROFICIENCY BONUS	
PASSIVE WISDOM (PERCEPTION)	
CURRENT WEIGHT	MAX WEIGHT

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

CONDITIONS	ARMOR CLASS	BOONS																		
INITIATIVE	TEMP HP	SPEED																		
Current	HIT DICE	SUCCESES FAILURES DEATH SAVES																		
	CURRENT HIT POINTS	MAXIMUM HIT POINTS																		
ATTACKS & SPELLCASTING																				
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CLASS RESOURCES, AMMO & CHARGES																				

INSPIRATION
PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Features

PROFICIENCIES & LANGUAGES

CP	SP	EP	GP	PP
EQUIPMENT				
EQUIPMENT CONT.				
FEATURES & TRAITS				



CHARACTER NAME

AGE

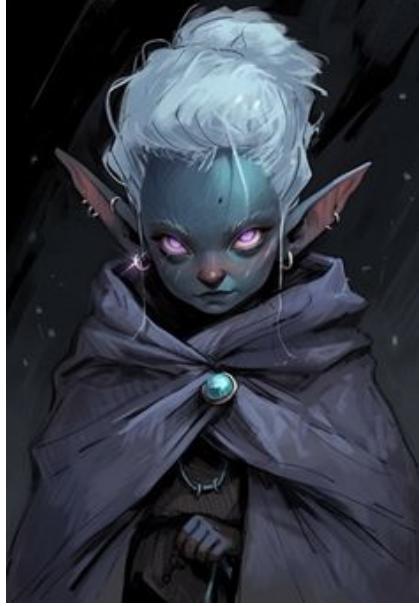
HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

	NAME
	SYMBOL

ALLIES & ORGANIZATIONS

	ADDITIONAL FEATURES & TRAITS
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CHARACTER BACKSTORY

	OTHER
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SPELLCASTING CLASS/ABILITY

Prepared Spells Total	Spell Save DC	Spell Attack Bonus
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0	CANTRIPS	0 0 0 0 0
SPELLS KNOWN		
1	SLOTS TOTAL	SLOTS REMAINING
PREPARED	0 0 0 0 0	SPELL NAME
2	0 0 0 0 0	
3	0 0 0 0 0	
4	0 0 0 0 0	
5	0 0 0 0 0	
6	0 0 0 0 0	
7	0 0 0 0 0	
8	0 0 0 0 0	
9	0 0 0 0 0	

COMPANIONS, FAMILIARS,
AND PETS.

NAME	CLASS & LEVEL	RELATIONSHIP	ROLE																									
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