



DUNGEONS & DRAGONS®

Current Standard CS v1.4

CHARACTER NAME
Abilities

Combat

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

	◆ — 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

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
PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

CP	
SP	
EP	
GP	
PP	
EQUIPMENT	

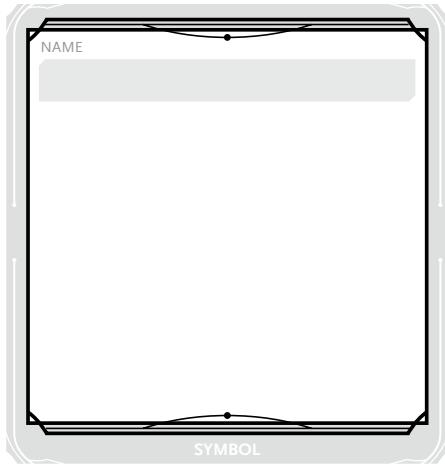
EQUIPMENT CONT.	
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CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER



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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