



DUNGEONS & DRAGONS®
Current Standard CS v1.4

CHARACTER NAME
Abilities

| | |
|-----------------------------|--|
| | ◆ — 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 |

Combat

| CONDITIONS | ARMOR CLASS | BOONS | | | | | | | | | | | | | | | | | | |
|---|--------------------|--------------------------------------|------|-----------|-------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| | TEMP HP | | | | | | | | | | | | | | | | | | | |
| INITIATIVE | | SPEED | | | | | | | | | | | | | | | | | | |
| Current | HIT DICE | SUCCESSES FAILURES DEATH SAVES | | | | | | | | | | | | | | | | | | |
| | CURRENT HIT POINTS | MAXIMUM HIT POINTS | | | | | | | | | | | | | | | | | | |
| ATTACKS & SPELLCASTING | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>NAME</th> <th>ATK BONUS</th> <th>DAMAGE/TYPE</th> </tr> </thead> <tbody> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </tbody> </table> | | | NAME | ATK BONUS | DAMAGE/TYPE | | | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | | | | | | |
| CLASS RESOURCES, AMMO & CHARGES | | | | | | | | | | | | | | | | | | | | |

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|--------------------|
| INSPIRATION |
| PERSONALITY TRAITS |
| IDEALS |
| BONDS |
| FLAWS |

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

| |
|----|
| CP |
| SP |
| EP |
| GP |
| PP |

EQUIPMENT

EQUIPMENT CONT.



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER



SPELLCASTING CLASS/ABILITY

| | | |
|-----------------------|---------------|--------------------|
| Prepared Spells Total | Spell Save DC | Spell Attack Bonus |
|-----------------------|---------------|--------------------|

| | | |
|--------------|-------------|-----------------|
| 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 | | | | | | | | | | | | | | | | | | | | | | | | | |
| | RACE | ALIGNMENT | EXPERIENCE POINTS | | | | | | | | | | | | | | | | | | | | | | | | | |
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| STRENGTH | DEXTERITY | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CONSTITUTION | INTELLIGENCE | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WISDOM | CHARISMA | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| PASSIVE WISDOM (PERCEPTION) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| CONDITIONS | ARMOR CLASS | BOONS | | | | | | | | | | | | | | | | | | | | | | | | | | |
| INITIATIVE | TEMP HP | SPEED | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Current | CURRENT HIT POINTS | SUCCESSES | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HIT DICE | MAXIMUM HIT POINTS | FAILURES | | | | | | | | | | | | | | | | | | | | | | | | | | |
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