



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

INSPIRATION  
PROFICIENCY BONUS

**DEXTERITY**

Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma

SAVING THROWS

**CONSTITUTION**

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

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

ARMOR CLASS  
INITIATIVE  
SPEED

Hit Point Maximum \_\_\_\_\_  
CURRENT HIT POINTS  
TEMPORARY HIT POINTS

Total \_\_\_\_\_  
HIT DICE  
SUCCESSES   
FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE


ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP  
SP  
EP  
GP  
PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

SPELLCASTING  
CLASSSPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0 CANTRIPS

SPEL  
LEVEL  
1 SLOTS TOTAL  
PREPARED SLOTS EXPENDED

SPELL NAME

3

6

7

8

9

SPELLS KNOWN