



DUNGEONS & DRAGONS

CHARACTER NAME

CLASS

PLAYER NAME

RACE

EXPERIENCE POINTS & LEVEL

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

EQUIPMENT

WISDOM

NAME	ATK BONUS	DAMAGE/TYPE

CHARISMA

ATTACKS & SPELLCASTING

Hit Point Maximum _____

CURRENT HIT POINTS



PROFICIENCY

ARMOUR CLASS

INITIATIVE

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- 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

NOTES