

D&D ADVENTURERS LEAGUE™



CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

- ☐ — 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

PASSIVE WISDOM
(PERCEPTION)

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



AGE _____

HEIGHT _____

WEIGHT _____

EYES _____

SKIN _____

HAIR _____

CHARACTER NAME _____

CHARACTER APPEARANCE

Faction Rank _____

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE