DUNGEONS & DRAGONS®

CHARACTER NAME

LEVEL & CLASS | BACKGROUND | PLAYER NAME

RACE | ALIGNMENT | OTHER

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- ___ STRENGTH
- ___ DEXTERITY
- ___ CONSTITUTION
- ___ INTELLIGENCE
- ___ WISDOM
- ___ CHARISMA

SKILLS

- ___ 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)
- ___

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

MAXIMUM HP

TEMPORARY HP

CURRENT HP

HIT DIE

DEATH SAVES

NAME	ATTACK BONUS	DAMAGE/TYPE

EQUIPMENT

CP

SP

GP

PP

ATTUNEMENT SLOTS

FEATURES & TRAITS

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ATTUNEMENT SLOTS

FEATURES & TRAITS

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

2

3

4

5

6

7

8

9