DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH
- ◇ ___ SAVING THROWS
- ○ ___ ATHLETICS

DEXTERITY
- ◇ ___ SAVING THROWS
- ○ ___ ACROBATICS
- ○ ___ SLEIGHT OF HAND
- ○ ___ STEALTH

CONSTITUTION
- ◇ ___ SAVING THROWS

INTELLIGENCE
- ◇ ___ SAVING THROWS
- ○ ___ ARCANA
- ○ ___ HISTORY
- ○ ___ INVESTIGATION
- ○ ___ NATURE
- ○ ___ RELIGION

WISDOM
- ◇ ___ SAVING THROWS
- ○ ___ ANIMAL HANDLING
- ○ ___ INSIGHT
- ○ ___ MEDICINE
- ○ ___ PERCEPTION
- ○ ___ SURVIVAL

CHARISMA
- ◇ ___ SAVING THROWS
- ○ ___ DECEPTION
- ○ ___ INTIMIDATION
- ○ ___ PERFORMANCE
- ○ ___ PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS = Dexterity Modifier + Armor + Shield + Misc

INITIATIVE

SPEED

Hit Point Maximum ___

CURRENT HIT POINTS

Total ___

HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○

DEATH SAVES

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		○—○—○—○
2		○—○—○—○
3		○—○—○—○
4		○—○—○—○
5		○—○—○—○
6		○—○
7		○—○
8		○
9		○

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING ABILITY

SPELLCASTING

RESOURCES, CHARGES, & ABILITIES

○—○
○—○
○—○—○—○
○—○—○—○
○—○—○—○—○—○
○—○—○—○—○—○—○—○—○

WEAPON / SPELL		RANGE
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL		RANGE
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL		RANGE
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL		RANGE
TYPE	ATK BONUS	DAMAGE

WEAPON / SPELL		RANGE
TYPE	ATK BONUS	DAMAGE

ATTACKS

CP
SP
GP
PP

ATTUNED ITEMS
- ○ ___
- ○ ___
- ○ ___

OTHER PROFICIENCIES & LANGUAGES
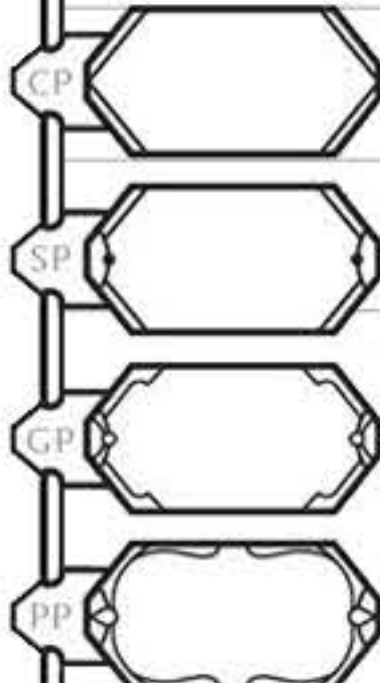
EQUIPPED & ACCESSIBLE ITEMS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

BACKGROUND

NOTES

CHARACTER BACKSTORY

STOWED ITEMS & TREASURE

D&D

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

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SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

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PREPARED ○   SPELL NAME
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SPELLS KNOWN

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