



# DUNGEONS & DRAGONS®

CHARACTER NAME

LEVEL

RACE &amp; CLASS

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

ALIGNMENT

DEITY

STRENGTH

INSPIRATION

PROFICIENCY BONUS

DEXTERITY

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

SAVING THROWS

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- ☐ 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 PERCEPTION

CONDITIONS

ARMOR  
CLASS

BOONS

LANGUAGES

ARMOUR

INITIATIVE

Current

HIT DICE

TEMP HP

CURRENT  
HIT POINTSMAXIMUM  
HIT POINTS

SPEED

SUCCESSSES

FAILURES

DEATH SAVED

WEAPONS

TOOLS

FEATS

NAME

ATTACK

DAMAGE

RANGE

AMMO

USED

ATTACKS &amp; SPELLCASTING

FEATURES &amp; TRAITS

INVENTORY &amp; EQUIPMENT

CLASS RESOURCES, AMMO &amp; CHARGES

CURRENT WEIGHT

MAX WEIGHT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

CHARACTER BACKSTORY

NAME

SYMBOL

ALLIES & ORGANISATIONS

PERSONALITY TRAITS


IDEALS

BONDS

FLAWS

ADDITIONAL FEATURES & TRAITS

Campaign Notes



SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS REMAINING

1

PROCESSED

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN



PROFICIENCIES & LANGUAGES  
FEATURES & TRAITS

**THE GREAT ONE**

**RACE**  
☒ **HUMAN**  
☐ **ELF**

**STRENGTH**  
 10 (+0)

**DEXTERITY**  
 10 (+0)

**CONSTITUTION**  
 10 (+0)

**INTELLIGENCE**  
 10 (+0)

**WISDOM**  
 10 (+0)

**CHARISMA**  
 10 (+0)

**PASSIVE WISDOM (PERCEPTION)**  
 10

**CURRENT WEIGHT** 0 **MAX WEIGHT**



PROFICIENCIES & LANGUAGES  
FEATURES & TRAITS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PASSIVE WISDOM  
(PERCEPTION)

CURRENT WEIGHT 0 MAX WEIGHT