

D&D ADVENTURERS LEAGUE™

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

INSPIRATION

DEXTERITY

PROFICIENCY BONUS

CONSTITUTION

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

SAVING THROWS

INTELLIGENCE

- 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

WISDOM

NAME ATK BONUS DAMAGE/TYPE

CHARISMA

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP
SP
EP
GP
PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

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AGE

HEIGHT

WEIGHT



CHARACTER NAME

EYES

SKIN

HAIR

Faction Rank

FACTION



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE

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SPELLCASTING CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

4

7

SPELLS KNOWN

2

5

8

PREPARED

9