

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



Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

SUCCESSES

FAILURES

HIT DICE

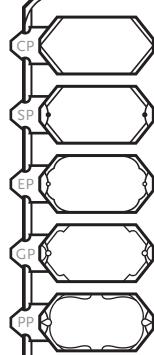
DEATH SAVES

CHARISMA

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
| | | |
| | | |
| | | |

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)



OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

D&D
**ADVENTURERS
LEAGUE™**



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Faction Rank

ALLIES & ORGANIZATIONS

FACTION



ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE