

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



INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

SUCCESSES

FAILURES

HIT DICE

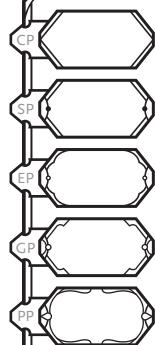
DEATH SAVES

CHARISMA

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)



OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

D&D
**ADVENTURERS
LEAGUE™**

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

Faction Rank

FACTION

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS



ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE

