



DUNGEONS & DRAGONS®

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	INSPIRATION	ARMOR CLASS	INITIATIVE	SPEED	PERSONALITY TRAITS										
DEXTERITY	PROFICIENCY BONUS	Hit Point Maximum _____			IDEALS										
CONSTITUTION	<ul style="list-style-type: none"><input type="checkbox"/> Strength<input type="checkbox"/> Dexterity<input type="checkbox"/> Constitution<input type="checkbox"/> Intelligence<input type="checkbox"/> Wisdom<input type="checkbox"/> Charisma	CURRENT HIT POINTS			BONDS										
INTELLIGENCE	SAVING THROWS	TEMPORARY HIT POINTS			FLAWS										
WISDOM	<ul style="list-style-type: none"><input type="checkbox"/> Acrobatics (Dex)<input type="checkbox"/> Animal Handling (Wis)<input type="checkbox"/> Arcana (Int)<input type="checkbox"/> Athletics (Str)<input type="checkbox"/> Deception (Cha)<input type="checkbox"/> History (Int)<input type="checkbox"/> Insight (Wis)<input type="checkbox"/> Intimidation (Cha)<input type="checkbox"/> Investigation (Int)<input type="checkbox"/> Medicine (Wis)<input type="checkbox"/> Nature (Int)<input type="checkbox"/> Perception (Wis)<input type="checkbox"/> Performance (Cha)<input type="checkbox"/> Persuasion (Cha)<input type="checkbox"/> Religion (Int)<input type="checkbox"/> Sleight of Hand (Dex)<input type="checkbox"/> Stealth (Dex)<input type="checkbox"/> Survival (Wis)	HIT DICE	SUCCESES	FAILURES	DEATH SAVES										
CHARISMA	SKILLS	ATTACKS & SPELLCASTING													
			NAME	ATK BONUS	DAMAGE/TYPE										
PASSIVE WISDOM (PERCEPTION)															
<table border="1"> <tr> <td>CP</td> <td></td> </tr> <tr> <td>SP</td> <td></td> </tr> <tr> <td>EP</td> <td></td> </tr> <tr> <td>GP</td> <td></td> </tr> <tr> <td>PP</td> <td></td> </tr> </table>						CP		SP		EP		GP		PP	
CP															
SP															
EP															
GP															
PP															
OTHER PROFICIENCIES & LANGUAGES															
EQUIPMENT															
FEATURES & TRAITS															



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

SPEL
LEVEL
1 SLOTS TOTAL
PREPARED SLOTS EXPENDED

SPELL NAME

3

4

6

7

8

9

SPELLS KNOWN