DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL   BACKGROUND   PLAYER NAME

RACE   ALIGNMENT   EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

○ ____ Strength
○ ____ Dexterity
○ ____ Constitution
○ ____ Intelligence
○ ____ Wisdom
○ ____ Charisma

SAVING THROWS

○ ____ 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 WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME   ATK BONUS   DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

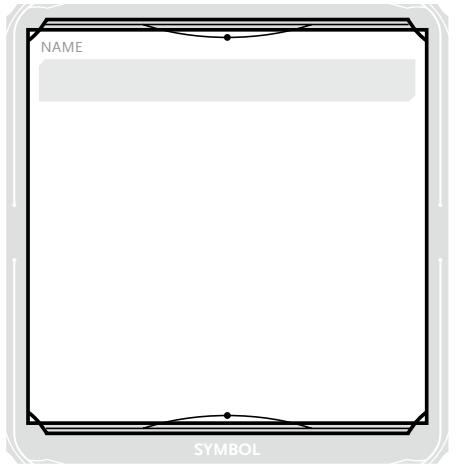**FEATURES & TRAITS**

CHARACTER NAME

AGE HEIGHT WEIGHT

EYES SKIN HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

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SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

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PREPARED   SPELL NAME

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SPELLS KNOWN

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