



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

Identity

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

Attributes

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Stats

PERSONALITY TRAITS

IDEALS

BOND

FLAWS

Background

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Proficiency

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS

SPELLCASTING

Equipment

EQUIPMENT

FEATURES & TRAITS

Traits