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

ARMOR   SHIELD: ☐   **AC**

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

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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D&D

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Spell Descriptions

Backstory