

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

REPUTATION

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

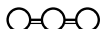
TEMPORARY HIT POINTS

Psi Point Limit

Max Psi Points

Current Psi Points

HIT DICE



DEATH STRIKE

1st



2nd



SPELL SLOTS

NAME

ATK BONUS

DAMAGE/TYPE

DD

CANTRIPS

EXTRA ITEMS

REACTIONS

SCROLLS

BONUS ACTIONS

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PSIONIC MASTERY

CONDITIONS

ARCANE RECOVERY

PERSONALITY TRAITS | IDEALS | FLAWS | BONDS

FEATURES & TRAITS

**Psionic
Atk Bonus**

Psi Point Limit

Current Psi
Points

Cost

Cost

1st

TOC:

SPELL
ATTACK BONUS

SPELL
SAVE DC

Max Psi
Points

Psi Point Limit

Current Psi Points

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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