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

3

6

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

7

4

SPELLS KNOWN

2

8

5

9

D&D

AGE HEIGHT WEIGHT

EYES SKIN HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Spell Descriptions

Backstory