DUNGEONS & DRAGONS

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | PLAYER NAME

RACE | ALIGNMENT | EXPERIENCE POINTS

INSPIRATION

PROFICIENCY BONUS

PROFICIENCY ○ □ EXPERTISE/ADVANTAGE

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH Dis

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

PASSIVE PERCEPTION

PASSIVE INVESTIGATION

PASSIVE INSIGHT

AC UNARMORED | INITIATIVE | MAX HIT POINTS

SHIELD | TEMPORARY HIT POINTS

AC ARMORED | SPEED | CURRENT HIT POINTS

TOTAL _____ HIT DICE

SUCCESSES ○ ○ ○
FAILURES ○ ○ ○
DEATH SAVES

LEVEL	SLOTS	USED
1		○ ○ ○ ○
2		○ ○ ○
3		○ ○ ○
4		○ ○ ○
5		○ ○ ○ ○
6		○ ○
7		○ ○
8		○
9		○

SPELL SLOTS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

TOTAL _____ _____ POINTS

CP | SP | EP | GP | PP

EQUIPMENT

NAME	PAGE	BOOK

TRAITS & FEATURES

ATTACK/SPELL	BONUS	DAMAGE	DAMAGE TYPE	PAGE	BOOK

ATTACKS & SPELLCASTING

OTHER PROFICIENCIES

LANGUAGES

SPELLCASTING CLASS

SPELLS PREPARED

SPELLS KNOWN

ATTUNED ITEMS

MULTICLASS SPELLCASTING

CANTRIPS KNOWN

SPELLS KNOWN

SPELLS PREPARED

MULTICLASS LEVEL

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREPARED | SPELL NAME | PG. | BOOK

C

1

2

3

4

5

6

7

8

9

CHARACTER NAME

AGE | HEIGHT | WEIGHT

EYES | SKIN | HAIR

CHARACTER APPEARANCE

CHARACTER BACKSTORY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER NAME	PLAYER NAME

PARTY MEMBERS

ITEM	WEIGHT	ITEM	WEIGHT

INVENTORY

NOTES