Welcome to Dungeons & Dragons

Inspiration | Initiative | Speed | Armor Class

PASSPORT

Race: Hello, I'm a(n)

Temp HP:
HP: /

Player:

Alignment:

Name:

Background:

Class:

XP:

STR DEX CON INT WIS CHA

Proficiency Bonus

Saving Throws
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Skills
- Acrobatics
- Animal Handling
- Arcana
- Athletics
- Deception
- History
- Insight
- Intimidation
- Investigation
- Medicine
- Nature
- Perception
- Performance
- Persuasion
- Religion
- Sleight of Hand
- Stealth
- Survival

Passive Perception

Death Saves

Successes	Failures

Hit Die

(circle one) d4 - d6 - d8 - d10 - d12 - d20

Weapons

Att. Bonus	Damage	Type	Range

Spellcasting

	Att. Bonus
Abil. Mod + Prof	
	Save DC
8+Abil. Mod+Prof	

CP SP EP GP PP

Treasure

Inventory

Features + Traits

Proficiencies