

# Dungeons & Designers

Character Name \_\_\_\_\_

Class/Level \_\_\_\_\_

Background \_\_\_\_\_

Player Name \_\_\_\_\_

Race \_\_\_\_\_

Alignment \_\_\_\_\_

Current/Next Level  
Experience Points \_\_\_\_\_

## Proficiency Bonus

Strength

- Saving Throws
- Athletics

Dexterity

- Saving Throws
- Acrobatics
- Sleight of Hand
- Stealth

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 Wisdom (Perception)

Inspiration

Armor Class

Initiative

Speed

Current HP

Max HP

Temporary HP

Current

Total

Hit dice

Successes

Failures

Death Saves

Features and Traits

Exhaustion

Conditions

Name	ATK Bonus	Damage/Type	Weapon Info

Weapons and Attacks

cp

sp

ep

gp

pp

Equipment and Items

Treasure

**Dungeons & Designers**

Character Name

Age

Height

Weight

Eyes

Skin

Hair

Character Appearance

Proficiencies and Languages

Personality Traits

Ideals

Bonds

Flaws

Character Backstory

Additional Features and Traits

Allies and Organizations

Head-

-Cloak/Cape

Chest-

-Clothing

Hands-

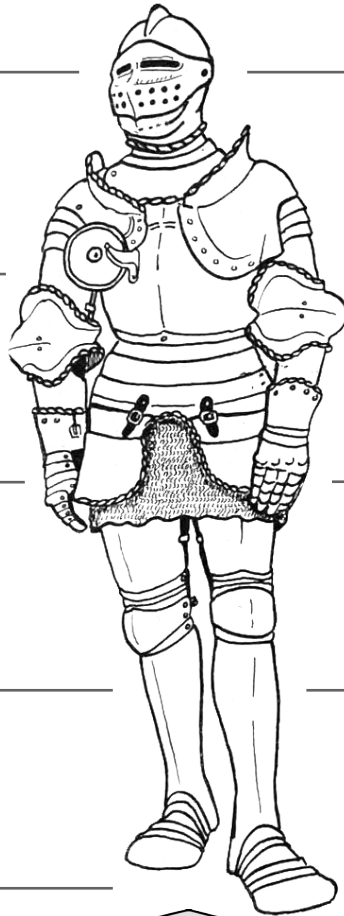
-Shield

Legs-

Spellcasting  
-Focus

Feet-

-Other



Dungeons &  
Designers

Other Clothing and Armor

Attunement



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Weapons

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Rings and Jewelry

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Other Treasures







