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

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

OTHER PROFICIENCIES

LANGUAGES

ATTACK/SPELL	BONUS	DAMAGE	DAMAGE TYPE	RANGE	PAGE	BOOK

ATTACKS & SPELLCASTING

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

3

5

7

8

2

4

6

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