DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

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)

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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES