



DUNGEONS & DRAGONS®

CHARACTER NAME _____

CLASS & LEVEL

BACKGROUND

RACE

ALIGNMENT



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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES