FEATURES & TRAITS

PROFICIENCIES & LANGUAGES

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | PLAYER NAME

RACE | ALIGNMENT | EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ____ Strength
- ____ Dexterity
- ____ Constitution
- ____ Intelligence
- ____ Wisdom
- ____ Charisma

SAVING THROWS

- ____ Acrobatics (Dex)
- ____ Animal Handling (Wis)
- ____ Arcana (Int)
- ____ Athletics (Str)
- ____ Deception (Cha)
- ____ History (Int)
- ____ Insight (Wis)
- ____ Intimidation (Cha)
- ____ Investigation (Int)
- ____ Medicine (Wis)
- ____ Nature (Int)
- ____ Perception (Wis)
- ____ Performance (Cha)
- ____ Persuasion (Cha)
- ____ Religion (Int)
- ____ Sleight of Hand (Dex)
- ____ Stealth (Dex)
- ____ Survival (Wis)

SKILLS

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

PASSIVE WISDOM (PERCEPTION)