



DUNGEONS & DRAGONS®

CLASS & LEVEL _____ PLAYER NAME _____

RACE _____ ALIGNMENT _____ EXPERIENCE POINTS _____

CHARACTER NAME _____

PROFICIENCY BONUS

◆ ___ SAVING THROWS
○ ___ ATHLETICS

STRENGTH

◆ ___ SAVING THROWS
○ ___ ACROBATICS
○ ___ SLEIGHT OF HAND
○ ___ STEALTH

DEXTERITY

◆ ___ SAVING THROWS

CONSTITUTION

◆ ___ SAVING THROWS
○ ___ ARCANA
○ ___ HISTORY
○ ___ INVESTIGATION
○ ___ NATURE
○ ___ RELIGION

INTELLIGENCE

◆ ___ SAVING THROWS
○ ___ ANIMAL HANDLING
○ ___ INSIGHT
○ ___ MEDICINE
○ ___ PERCEPTION
○ ___ SURVIVAL

WISDOM

◆ ___ SAVING THROWS
○ ___ DECEPTION
○ ___ INTIMIDATION
○ ___ PERFORMANCE
○ ___ PERSUASION

CHARISMA

◆ ___ SAVING THROWS
○ ___ DECEPTION
○ ___ INTIMIDATION
○ ___ PERFORMANCE
○ ___ PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS = + + + +

Dex Mod Natural Armor Armor Shield Misc

Max HP _____

TEMP HP _____

INITIATIVE _____

CURRENT HIT POINTS _____

SPEED _____

INSPIRATION _____

Total _____

HIT DICE _____

SUCCESSES _____

FAILURES _____

DEATH SAVED _____

SPELL CASTING ABILITY _____

SPELL SAVE DC _____

SPELL ATTACK BONUS _____

SORCERER/PSYKI POINTS _____

Total Left _____

OTHER PROFICIENCIES & LANGUAGES

ATTACKS

WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE
WEAPON	TYPE
RANGE	ATK BONUS DAMAGE

No. of spell slots _____

Spell level _____

Spells used _____

NUMBER OF CANTRIPS KNOWN: _____

NUMBER OF SPELLS KNOWN: _____

Spell level

FEATURES

EQUIPMENT & TREASURE

CP _____

SP _____

GP _____

PP _____