DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

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 = Dex Mod + Natural Armor + Armor + Shield + Misc

Max HP

TEMP HP

CURRENT HIT POINTS

INITIATIVE

SPEED

INSPIRATION

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

SPELL CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

Total Left

SORCERER/ PSI/KI POINTS

No. of spell slots

Spell level I II III IV V VI VII VIII IX

Spells used

NUMBER OF CANTRIPS KNOWN: NUMBER OF SPELLS KNOWN:

Spell level

WEAPON TYPE

RANGE ATK BONUS DAMAGE

ATTACKS

SPELLS

OTHER PROFICIENCIES & LANGUAGES

FEATURES

CP

SP

GP

PP

EQUIPMENT & TREASURE

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