# 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**

PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

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**

CP

SP

EP

GP

PP

**EQUIPMENT**

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

**FEATURES & TRAITS**

CHARACTER NAME

AGE            HEIGHT            WEIGHT

EYES            SKIN            HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

**D&D**

SPELLCASTING CLASS

| SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |
|---|---|---|

**0** CANTRIPS

SPELL LEVEL

**1**
SLOTS TOTAL  SLOTS EXPENDED

PREPARED  SPELL NAME

SPELLS KNOWN

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

# Spell Descriptions

# Backstory