



# Dungeons & Dragons



NAME: \_\_\_\_\_ CLASS: \_\_\_\_\_ HIT DICE: \_\_\_\_\_ HIT POINTS: \_\_\_\_\_  
 RACE: \_\_\_\_\_ XP: \_\_\_\_\_ INSPIRATION: \_\_\_\_\_ TEMP HP: \_\_\_\_\_  
 TRAITS: \_\_\_\_\_ FEATURES: \_\_\_\_\_ SPENT: \_\_\_\_\_ CURRENT: \_\_\_\_\_  
 EXHAUSTION: \_\_\_\_\_  
 DEATH SAVE SUCCESSES:   
 FAILURES:   
 ARMOR CLASS: \_\_\_\_\_  
 PROTECTIONS: \_\_\_\_\_

BACKGROUND:  
FEATURE:

ABILITY	SCORE	MOD.	SAVE	WEAPON	ATTACK	DAMAGE	COMBAT NOTES
STR							
DEX							
CON							
INT							
WIS							
CHA							

PROFICIENCY BONUS: \_\_\_\_\_ COMBAT FEATURES \_\_\_\_\_ USED / MAX \_\_\_\_\_ REST \_\_\_\_\_  
 PASSIVE PERCEPTION: \_\_\_\_\_

SKILL/TOOL \_\_\_\_\_ ABILITY \_\_\_\_\_ TOTAL \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_ OTHER NOTES/ SPELLS: \_\_\_\_\_

OTHER PROFICIENCIES:

COINS: \_\_\_\_\_ VALUEABLES: \_\_\_\_\_  
 PP: \_\_\_\_\_  
 GP: \_\_\_\_\_  
 EP: \_\_\_\_\_  
 SP: \_\_\_\_\_  
 CP: \_\_\_\_\_

