DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL | BACKGROUND | PLAYER NAME

RACE | ALIGNMENT | HONOR | EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

AGILITY

INTELLECT

WISDOM

CHARISMA

THAUMATURGY

INSPIRATION

PROFICIENCY

- ____ Strength
- ____ Dexterity
- ____ Constitution
- ____ Agility
- ____ Intellect
- ____ Wisdom
- ____ Charisma
- ____ Thaumaturgy

SAVES

PERCEPTION

- ____ Acrobatics (Agi)
- ____ Arcana (Tha)
- ____ Athletics (Str)
- ____ Composure (Wis)
- ____ Culture (Int)
- ____ Deception (Cha)
- ____ Endurance (Con)
- ____ Focus (Con)
- ____ Insight (Wis)
- ____ Intimidation (Cha)
- ____ Investigation (Int)
- ____ Legerdemain (Int)
- ____ Mechanics (Int)
- ____ Medicine (Int)
- ____ Nurturing (Wis)
- ____ Performance (Cha)
- ____ Persuasion (Cha)
- ____ Stealth (Agi)
- ____ Survival (Wis)

SKILLS & PROFICIENCIES

ARMOR CLASS

INITIATIVE

SPEED

HP Maximum

CURRENT HEALTH

TP Maximum

CURRENT TACTICS

SP Maximum

CONDITIONS & SANITY

Total

HIT DICE

EXHAUSTION

Success

Failure

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

Critical Threshold:

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

Normal Load:

Heavy Load:

EQUIPMENT

FEATURES & TRAITS

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CHARACTER NAME

AGE | HEIGHT | WEIGHT

EYES | SKIN | HAIR

CHARACTER APPEARANCE

FACTION NAME	RENOWN	RANK

FACTIONS

NAME

SYMBOL

RANK:

MOTTO:

CURRENT QUEST:

PRIMARY FACTION

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

DOWNTIME ACTIVITES

TREASURE

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