

DUNGEONS & DRAGONS

CHARACTER NAME

CLASS _____ RACE _____ GENDER _____ SIZE _____
SUB- _____ ALIGNMENT _____ AGE _____ HEIGHT _____ WEIGHT _____
LEVEL _____ PROFICIENCY BONUS _____ BACKGROUND _____ HAIR _____ EYES _____
XP _____ BG FEATURE _____ SENSES _____ SPEED _____

ABILITIES, SAVES, & SKILLS

FEATURES, FEATS, & TRAITS

COMBAT INFORMATION

STR

SAVING THROWS

- ☐ STRENGTH
☐ DEXTERITY
☐ CONSTITUTION
☐ INTELLIGENCE
☐ WISDOM
☐ CHARISMA

DEX

STRENGTH SKILLS

- ☐ Athletics

CON

DEXTERITY SKILLS

- ☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

INT

INTELLIGENCE SKILLS

- ☐ Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

WIS

WISDOM SKILLS

- ☐ Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☐ Survival

CHA

CHARISMA SKILLS

- ☐ Deception
☐ Intimidation
☐ Performance
☐ Persuasion

☐ Proficiency ☐ Expertise

LANGUAGES, & TOOLS

ARMOR & WEAPONS

- ☐ Light armor ☐ Simple weapons
☐ Medium/ shield ☐ Martial weapons
☐ Heavy armor ☐ Improvised weapons

AC

DEFENSES

LEVELS OF EXHAUSTION

- ☐ 1. Disadvantage on ability checks
☐ 2. Half speed
☐ 3. Disadvantage on attacks/ saves
☐ 4. Half maximum hit points
☐ 5. Speed 0
☐ 6. Death

HIT DICE

SPENT HD

TEMP HP

MAX HP

DEATH SAVES

Successes

Failures

☐ ☐ ☐

☐ ☐ ☐

CURRENT
HIT POINTS

INITIATIVE

☐ Adv.

PERCEPTION

☐ Adv.

INSPIRATION

ATTACK

BONUS

DAMAGE

PROPERTIES

SPELLCASTING / OTHER NOTES

SPELL ATTACK

SPELL SAVE DC

Spell Slots per Spell Level

1ST LEVEL /

2ND LEVEL /

3RD LEVEL /

4TH LEVEL /

5TH LEVEL /

6TH LEVEL /

7TH LEVEL /

8TH LEVEL /

9TH LEVEL /

