



CLASS _____ LEVEL _____ PLAYER NAME _____
 SPECIES _____ SIZE _____ EXPERIENCE POINTS _____

CHARACTER NAME _____

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION PROFICIENCY BONUS PASSIVE PERCEPTION

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

<input type="radio"/>	Acrobatics	Dex
<input type="radio"/>	Animal Handling	Wis
<input type="radio"/>	Arcana	Int
<input type="radio"/>	Athletics	Str
<input type="radio"/>	Deception	Cha
<input type="radio"/>	History	Int
<input type="radio"/>	Insight	Wis
<input type="radio"/>	Intimidation	Cha
<input type="radio"/>	Investigation	Int
<input type="radio"/>	Medicine	Wis
<input type="radio"/>	Nature	Int
<input type="radio"/>	Perception	Wis
<input type="radio"/>	Performance	Cha
<input type="radio"/>	Persuasion	Cha
<input type="radio"/>	Religion	Int
<input type="radio"/>	Sleight of Hand	Dex
<input type="radio"/>	Stealth	Dex
<input type="radio"/>	Survival	Wis

SKILLS

EXHAUSTION

Unarmored

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____ Temporary Hit Points _____

CURRENT HIT POINTS

Total _____

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TITLE	VALUE / USES	EXPENDED
		<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
		<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
		<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

ABILITIES

FEATURES & TRAITS

<input type="radio"/> Alchemy	<input type="radio"/> Gaming	<input type="radio"/> Poison
<input type="radio"/> Brewing	<input type="radio"/> Glassblowing	<input type="radio"/> Pottery
<input type="radio"/> Calligraphy	<input type="radio"/> Herbalism	<input type="radio"/> Smithing
<input type="radio"/> Carpentry	<input type="radio"/> Jewelry	<input type="radio"/> Thievery
<input type="radio"/> Cartography	<input type="radio"/> Leatherwork	<input type="radio"/> Tinkering
<input type="radio"/> Cobbling	<input type="radio"/> Masonry	<input type="radio"/> Vehicles - Land
<input type="radio"/> Cooking	<input type="radio"/> Music	<input type="radio"/> Vehicles - Water
<input type="radio"/> Disguise	<input type="radio"/> Navigation	<input type="radio"/> Weaving
<input type="radio"/> Forgery	<input type="radio"/> Painting	<input type="radio"/> Woodcarving

TOOLWORK & SUPPLY PROFICIENCIES

NAME	BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

Light Armor
 Medium Armor
 Heavy Armor
 Shields
 Simple Weapons
 Martial Weapons

EQUIPMENT PROFICIENCIES

OTHER PROFICIENCIES _____

PLATINUM

GOLD

SILVER

COPPER

CURRENCY

HEALER'S KIT

REGULAR POTION

GREATER POTION

SUPERIOR POTION

SUPREME POTION

HEALING

CONSUMABLES

NAME	#

AMMUNITION

LANGUAGES _____

ATTUNED MAGIC ITEM

ATTUNEMENTS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

DUNGEONS & DRAGONS®

CHARACTER APPEARANCE

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

DESIRES

FEARS

TREASURE