


DUNGEONS & DRAGONS®

Character Name

Race

Class

Level

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Hit Points

Max HP

Current HP

Armor Class

Initiative

Speed

Saving Throws

Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Hit Dice

Max	Current

Death Saves

Passed	☐	☐	☐
Failed	☐	☐	☐

Weapon Attacks

Name	Bonus to hit	Damage

Abilities

Skills

Acrobatics	
Animal Handling	
Arcana	
Athletics	
Deception	
History	
Insight	
Intimidation	
Investigation	
Medicine	
Nature	
Perception	
Performance	
Persuasion	
Religion	
Sleight of Hand	
Stealth	
Survival	

Other Proficiencies

Spells

Spell Attack Bonus		Max Spell Slots		Spell Slots Used	
Spell Save DC					
Name	Level	Attack / Save	Damage / Effect		

Inventory

Coins

Gold	
Silver	
Copper	