



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

STRENGTH

INSPIRATION

DEXTERITY

PROFICIENCY BONUS

CONSTITUTION

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

INTELLIGENCE

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SKILLS

WISDOM

CHARISMA

PASSIVE WISDOM (PERCEPTION)

Languages

Bless: +1 to hit and AC first round of next encounter

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

Levels of Exhaustion: 1 2 3 4 5

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
| | | |
| | | |
| | | |

Leadership Points: _____

Fame Points: _____

Honor Points: _____

Luck Points: _____

Wizard's Council: Friendly / Unfriendly

Nor Gan: Favor / Disfavor

Allbright: Favor / Disfavor

Euribdiss: Favor / Disfavor

Carin-Linnea: Favor / Disfavor

Deus Ex Machina: Yes / No

Party Members:

Sokuza

Brelia

Xonnith

Inventory

