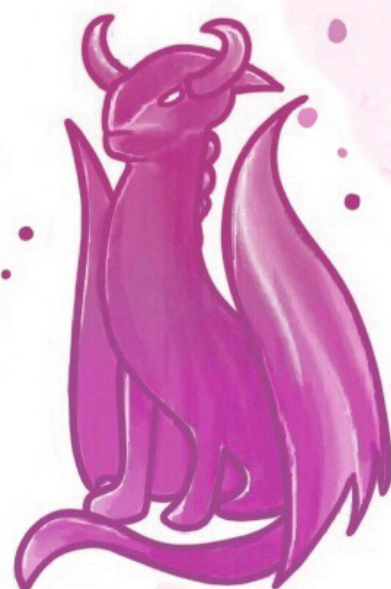


Dungeons & Dragons

Spellcasting
Ability

Spell Attack
Bonus



Spellcasting Class



Spell Save DC



0

Cantrips

3

6

Spell
Level

1

4

7

2

5

8

9



Dungeons & Dragons



Appearance

Experience

Allies & Organizations

Name

Symbol

Description

Alignment

Gender

Age

Size

Height

Weight

Eyes

Hair

Skin

Personality Trait

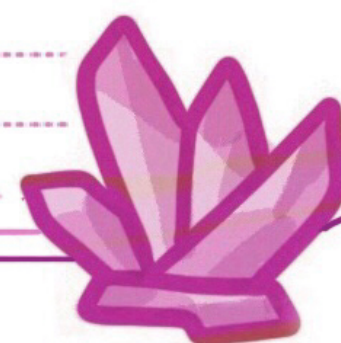
Ideals

Bonds

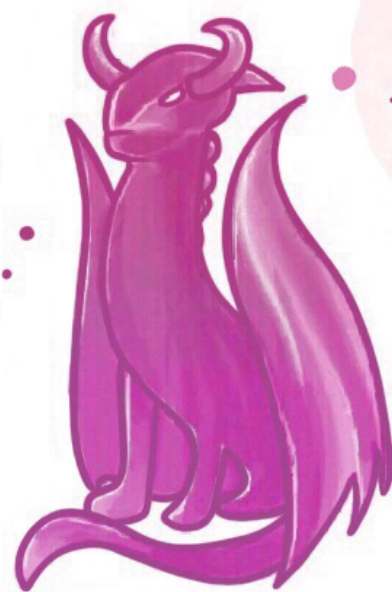
Flaws

Treasure

Backstory



Dungeons & Dragons



Name:
Player:
Background:

Class:
Level:
Race:

AC

Initiative

Speed

Features & Traits

Inspiration

Passive
Wisdom
(Perception)

Proficiency
Bonus

Strength

— Saving Throws
— Athletics

Dexterity

— Saving Throws
— Acrobatics
— Sleight of Hand
— Stealth

Constitution

— Saving Throws

Intelligence

— Saving Throws
— Arcana
— History
— Investigation
— Nature
— Religion

Wisdom

— Saving Throws
— Animal Handling
— Insight
— Medicine
— Perception
— Survival

Charisma

— Saving Throws
— Deception
— Intimidation
— Performance
— Persuasion

Other Proficiencies & Languages

Hit Point Maximum

Current Hit Points

Temporary Hit Points

Total

Hit Dice

Successes

Failures

Death Saves

Name

ATK Bonus

Damage/Type

Attacks & Spellcasting

Equipment

Notes

