

# Dungeons & Dragons

**Character Name**

**Race**

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**Class**

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**XP**

**Background**

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**Alignment**

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**Level**

**Strength**      **Modifier**

**Dexterity**      **Modifier**

**Constitution**      **Modifier**

**Intelligence**      **Modifier**

**Wisdom**      **Modifier**

**Charisma**      **Modifier**

**Saving Throws**

STR    \_\_\_

DEX    \_\_\_

CON    \_\_\_

INT    \_\_\_

WIS    \_\_\_

CHA    \_\_\_

<b>Proficiency Bonus</b>	<b>Initiative</b>	<b>Speed</b>
<b>Pass</b> <b>Fail</b>	<b>Hit Dice</b>	<b>Hit Dice Used</b>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>AC</b>	<b>HP</b>	<b>Current HP</b>

**Proficiencies**

Skill	Check
<input type="checkbox"/> Acrobatics	(Dex) ___
<input type="checkbox"/> Animal Handling	(Cha) ___
<input type="checkbox"/> Arcana	(Int) ___
<input type="checkbox"/> Athletics	(Str) ___
<input type="checkbox"/> Deception	(Cha) ___
<input type="checkbox"/> History	(Int) ___
<input type="checkbox"/> Insight	(Wis) ___
<input type="checkbox"/> Intimidation	(Cha) ___
<input type="checkbox"/> Investigation	(Int) ___
<input type="checkbox"/> Medicine	(Wis) ___
<input type="checkbox"/> Nature	(Int) ___
<input type="checkbox"/> Perception	(Wis) ___
<input type="checkbox"/> Performance	(Cha) ___
<input type="checkbox"/> Persuasion	(Cha) ___
<input type="checkbox"/> Religion	(Int) ___
<input type="checkbox"/> Sleight of Hand	(Dex) ___
<input type="checkbox"/> Stealth	(Dex) ___
<input type="checkbox"/> Survival	(Wis) ___
<b>Passive Perception</b>	___

Weapon Name	Attack	Damage
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Copper**    \_\_\_

**Silver**    \_\_\_

**Electrum** \_\_\_

**Gold**      \_\_\_

**Platinum** \_\_\_

**Other Wealth**

**Features and Traits**

**Equipment**