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## Dungeons & Dragons Character Sheet

### Class & Level

<table>
<thead>
<tr>
<th>Class &amp; Level</th>
<th>Background</th>
<th>Player Name</th>
</tr>
</thead>
</table>

### Race

<table>
<thead>
<tr>
<th>Race</th>
<th>Alignment</th>
<th>Experience Points</th>
</tr>
</thead>
</table>

### Hit Points

<table>
<thead>
<tr>
<th>Hit Point Maximum</th>
<th>Current Hit Points</th>
<th>Temporary Hit Points</th>
</tr>
</thead>
</table>

### Proficiency Bonus

**Strength**

- saving throws
- athletics

**Dexterity**

- saving throws
- acrobatics
- sleight of hand
- stealth

**Constitution**

- saving throws
- animal handling
- insight
- nature
- survival

**Intelligence**

- saving throws
- Arcana
- history
- investigation
- nature
- religion

**Wisdom**

- saving throws
- animal handling
- insight
- medicine
- perception
- survival

**Charisma**

- saving throws
- deception
- intimidation
- performance
- persuasion

### passive wisdom (perception)

### Armor Class

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Initiative</th>
<th>Speed</th>
</tr>
</thead>
</table>

### Personality Traits

### Inspiration

### Saving Throws

- Hit Dice
  - successes
  - failures
  - death saves

### Equipment & Character Notes

### Other Proficiencies & Languages

### Attacking & Spellcasting

<table>
<thead>
<tr>
<th>Name</th>
<th>Atk Bonus</th>
<th>Damage/Type</th>
</tr>
</thead>
</table>

### Features & Traits

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