

D&D ADVENTURERS LEAGUE



CLASS & LEVEL BACKGROUND PLAYER NAME FACTION

RACE ALIGNMENT EXPERIENCE POINTS DCI NUMBER

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ___ Strength
 - ___ Dexterity
 - ___ Constitution
 - ___ Intelligence
 - ___ Wisdom
 - ___ Charisma
- SAVING THROWS**

- ___ 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**

ARMOR CLASS **INITIATIVE** **SPEED**

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE **DEATH SAVES**

SUCCESSES ○○○○

FAILURES ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION



ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 **CANTRIPS**

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN