

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**

SUCCESSES ○ ○ ○ ○ ○
FAILURES ○ ○ ○ ○ ○
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP **SP** **EP** **GP** **PP**

EQUIPMENT

FEATURES & TRAITS

D&D ADVENTURERS LEAGUE™



AGE _____ HEIGHT _____ WEIGHT _____
EYES _____ SKIN _____ HAIR _____

CHARACTER NAME

CHARACTER APPEARANCE

Faction Rank _____

FACTION

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE



SPELLCASTING ABILITY SPELL SAVE DC SPELL ATTACK BONUS

0 CANTRIPS

Lined area for Cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED 1

PREPARED SPELL NAME

2

Lined area for spells level 2

3

Lined area for spells level 3

4

Lined area for spells level 4

5

Lined area for spells level 5

6

Lined area for spells level 6

7

Lined area for spells level 7

8

Lined area for spells level 8

9

Lined area for spells level 9

SPELLS KNOWN





