dungeons & dragons

name

class/level

race

experience

alignment

vitals

proficiency bonus

inspiration

passive perception

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

initiative

armor class

hit dice

speed

total hp

current hp

temporary hp

death saves

success

failure

personality traits

ideals

background

bonds

flaws

features

racial

class

languages

attacks

range

to hit

type

damage

ammo

gear

gp

sp

ep

cp

pp

proficiencies

wealth

current clothing

equipment