

# DARK SUN

WORLD

# DUNGEONS & DRAGONS



CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

\_\_\_\_\_

**DEXTERITY**

\_\_\_\_\_

**CONSTITUTION**

\_\_\_\_\_

**INTELLIGENCE**

\_\_\_\_\_

**WISDOM**

\_\_\_\_\_

**CHARISMA**

\_\_\_\_\_

**INSPIRATION**

\_\_\_\_\_

**PROFICIENCY BONUS**

\_\_\_\_\_

**SAVING THROWS**

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

**SKILLS**

- \_\_\_ 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)

**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**

**FEATURES & TRAITS**

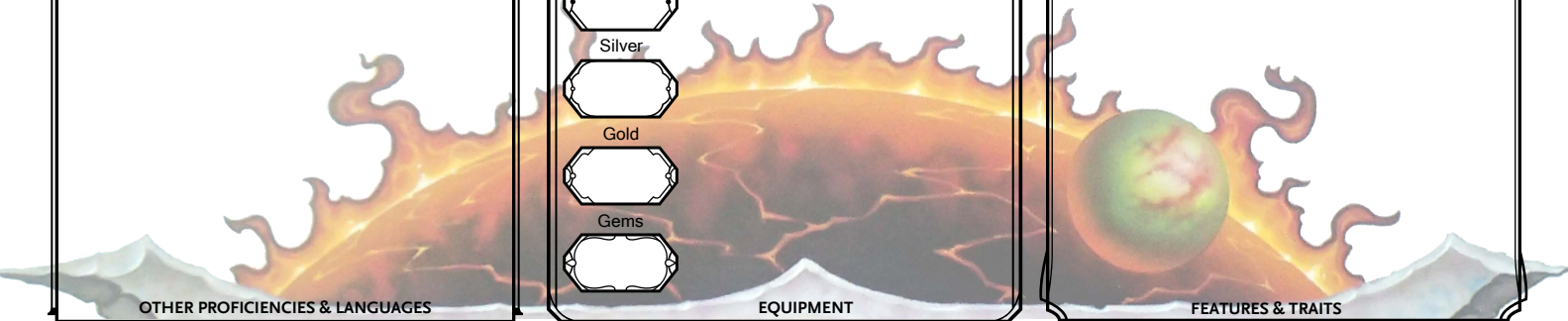
**PASSIVE WISDOM (PERCEPTION)**

\_\_\_\_\_

**OTHER PROFICIENCIES & LANGUAGES**

**Equipment**

- Bits
- Ceramic
- Silver
- Gold
- Gems





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