



DUNGEONS & DRAGONS RAGE of DEMONS

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE

NEXT LEVEL

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

TEMP AC BONUS

INITIATIVE

MAX HP

CURRENT HP

TEMPORARY HP

DARKVISION

EXHAUSTION

VISION

SPEED

HD	TOTAL	LEFT

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE / TYPE

AMMUNITION **No. LEFT**

SPELL SAVE DC **SPELL ATK BONUS**

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

ARMOR LIGHT MEDIUM HEAVY SHIELDS
WEAPONS SIMPLE MARTIAL OTHER

TOOLS

PROFICIENCIES

LANGUAGES

FEATS

ARMOR STEALTH DISADV.

AC **MAX DEX** **STR** **SHIELD**

CONSUMABLES **No. LEFT**

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

ATTUNED MAGIC ITEMS (MAX 3)

EQUIPMENT

MADNESS LEVEL

ABILITY SAVE DC

NAME	RECOVERY	TOTAL	LEFT
	SR LR DN ○○○○		
	SR LR DN ○○○○		
	SR LR DN ○○○○		
	SR LR DN ○○○○		
	SR LR DN ○○○○		

SR: SHORT REST - LR: LONG REST - DN: DAWN

LIMITED FEATURES

BACKGROUND FEATURE

RACIAL TRAITS

CLASS FEATURES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

FACTION

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

MADNESS FLAWS

ADDITIONAL FEATURES & TRAITS

INVENTORY



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 **CANTRIPS**

1

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1		

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN