		11.
DUNGEONS & DRAGONS		
	Class & Level	Background
	Race	Alignment
	<b>&gt;</b>	
Character Name	Experience Points XP Next Leve	Player's Name
STRENGTH	PROFICIENCY BONUS	INITIATIVE
Athletics	ARMOR CLASS	
DEVTERITY		HIT POINTS MAXIMUM
DEXTERITY		
O Saving Throw	ii	
Acrobatics	A	CURRENT HIT POINTS
○ ♦ Sleight of Hand		
	ARMOR, SHIELD, PROTECTIONS	
CONSTITUTION		
O Saving Throw		TEMPORARY HIT POINTS
		HIT DICE MAXIMUM
INTELLIGENCE		
O Saving Throw		HIT DICE SPENT
Arcana		
O O History		Successes O O Failed O O
○ ◇ Investigation	ADVANTAGES, RESISTANCES, IMMUNITIES	DEATH SAVES
○ ◇ Nature		
O ♦ Religion	Weapon Attack Dam	age/Type Range Weight
WISDOM		l
WISDOM O Saving Throw		
O Saving Throw		
○ Saving Throw ○ ◇ Animal Handling		
Saving Throw  Animal Handling  Insight		
Saving Throw  Animal Handling  Insight  Medicine		
Saving Throw  Animal Handling  Insight  Perception		
Saving Throw  Animal Handling  Insight  Medicine  Perception  Survival  CHARISMA		
Saving Throw  Animal Handling  Insight  Medicine  Perception  Survival  CHARISMA  Saving Throw		
O Saving Throw O		
O Saving Throw O ← Animal Handling O ← Insight O ← Medicine O ← Perception O ← Survival  CHARISMA O Saving Throw O ← Deception O ← Intimidation		
O Saving Throw O \ Animal Handling O \ Insight O \ Medicine O \ Perception O \ Survival  CHARISMA O Saving Throw O \ Deception O \ Intimidation O \ Performance		
O Saving Throw O		
O Saving Throw O \ Animal Handling O \ Insight O \ Medicine O \ Perception O \ Survival  CHARISMA O Saving Throw O \ Deception O \ Intimidation O \ Performance	WEAPONS &	AMMUNITIONS
O Saving Throw O	WEAPONS & A	AMMUNITIONS
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Armor: ☐ Light   ☐ Medium   ☐ Heavy ☐ Shields    Weapons: ☐ Simple   ☐ Martial	Character creation date  Place and date of birth	
	Deity and Domain	
	Ago	Gender
	Age Height	Weight
	Size	Hair
	Eyes	Skin
PROFICIENCIES	Appearance	
	Personality traits	
	Ideals	
LANGUAGES		
	Bonds	
	Flaws	
	Friends and allies	
	LIGITIES	
	Background/other	
RACE & CLASS FEATURES	CHAR	ACTER DATA
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FEATS	NOTES	CHARACTER PORTRAIT

Item	D	В	Р		
					Platinum piece (pp)
					Gold piece (gp)
					Electrum piece (ep)
					Silver piece (sp)
					Copper piece (cp)
					1pp=10gp   1gp=2ep   1ep=5sp   1sp=10cp    Weight: 50 pieces =1 lb.
					COINS
					<u> </u>
					GEMS AND JEWELERY
					Where How much When
					Loaned, deposited or received values or goods
					VALUABLES
				[	
					MOUNT
Total Weight					
Total weight on Character				]	Each size category above Medium x2, Tiny creatures ½
D - Donned				,	ENCUMBERED HEAVILY ENCUMB. MAX CARRYING PUSH, DRAG LIFT
B - Backpack (max lb.)					
P - Belt Pouch (n; max lb.)					Strength x5 lb. Strength x10 lb. Strength x15 lb. Strength x30 lb.
	ı may	ماا	١		Speed –10 ft. Sped. –20ft. I Disadvantage on
(n		ID.	J		Str, Dex, Con ability checks, ST, attacks
EQUIPMENT					CARRYING CAPACITY

SPELL SLOTS  SPELL SLOTS  SORCERY POINTS  SORCERY POINTS  N° PREPARED SPELLS  USED SLOTS  USED SLOTS					
SPELLCASTING ABILI	TYPOINTS USED				
3rd LEVEL	4th LEVEL				
5th LEVEL	6th LEVEL				
Tth LEVEL	Bth LEVEL				
	CANTRIPS				