| | | 11. |
|---|---------------------------------------|--------------------------|
| DUNGEONS & DRAGONS | | |
| | Class & Level | Background |
| | Race | Alignment |
| | > | |
| 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 | |
| | Age | Gender |
| | Height | Weight |
| | | |
| | Size | Hair |
| | Eyes | Skin |
| PROFICIENCIES | Appearance | |
| | | |
| | Personality traits | |
| | | |
| | Ideals | |
| LANGUAGES | | |
| | Do et a | |
| | Bonds | |
| | | |
| | Flaws | |
| | | |
| | | |
| | Friends and allies | |
| | | |
| | | |
| | Enemies | |
| | | |
| | | |
| | Background/other | |
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| RACE & CLASS FEATURES | CHAF | 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 |
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| | | | | | GEMS AND JEWELERY |
| | | | | | Where How much When |
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| | | | | | Loaned, deposited or received values or goods |
| | | | | | VALUABLES |
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| | | | | | 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 | | | | |