	M.	
DUNGEONS & DRAGONS		
	Class & Level	Background
	Race	Alignment
	>	· //
Character Name	Experience Points XP Next Level	Player's Name
STRENGTH	PROFICIENCY BONUS	\ \ \ INITIATIVE \
Athletics	ARMOR CLASS	
DEVIENTY		HIT POINTS MAXIMUM
DEXTERITY		
O Saving Throw	ii	1
	H	CURRENT HIT POINTS
○ ♦ Sleight of Hand	1	
	ARMOR, SHIELD, PROTECTIONS	1
CONSTITUTION		H
O Saving Throw		TEMPORARY HIT POINTS
Saving I nrow		
		HIT DICE MAXIMUM
INTELLIGENCE		
O Saving Throw		HIT DICE SPENT
↑ ○ ◇ Arcana		
O ♦ History		Successes O O Failed O O
○ ♦ Investigation	ADVANTAGES, RESISTANCES, IMMUNITIES	DEATH SAVES
O 🔷 Nature		
O ♦ Religion	Weapon Attack Dama	age/Type Range Weight
WISDOM		
O Saving Throw		
○ ♦ Animal Handling		
○ ♦ Insight		
O 🔷 Medicine		
O \diamondsuit Perception		
○		
CHARISMA		
O Saving Throw		
O O Deception	ii ii	'
O O Intimidation		
○ ♦ Performance		
○ ♦ Persuasion		
● Proficient ◆ Expertise ▼ Armor penalty		
	WEAPONS & A	MMUNITIONS
PASSIVE WISDOM (PERCEPTION)		
INSPIRATION		
	D	
VISION	. D	
	. 🗅	
SPEED	. 🗅	
base hour day	.D	
	D	
special movement		00000
SENSES & MOVEMENT		

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
		ti ii li
		H H
	<u> </u>	a a la company de la compa
		A A .
		d d
		A A F
		i ii l
	<u> </u>	H H
	R	A A
	[n n l
		H H
		n n
	l H	H H
	II	A M
	i i	H H
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 SPELL SLOTS SORCERY POINTS N° PREPARED SPELLS USED SLOTS USED SLOTS ORDINATION OF THE LEVEL STH					
SPELLCASTING ABILI	TYPOINTS USED				
3rd LEVEL	4th LEVEL				
5th LEVEL	6th LEVEL				
Tth LEVEL	Bth LEVEL				
	CANTRIPS				