DUNGEONS & DRAGONS	Class & Level	De al care un d
		Background
	Race	Alignment
Character Name	Experience Points XP Next Level	Player's Name
STRENGTH	PROFICIENCY BONUS	INITIATIVE
O Saving Throw O \ \ Athletics DEXTERITY	ARMOR CLASS	HIT POINTS MAXIMUM
O Saving Throw O \ Acrobatics O \ Sleight of Hand		CURRENT HIT POINTS
CONSTITUTION Saving Throw	ARMOR, SHIELD, PROTECTIONS	TEMPORARY HIT POINTS
		HIT DICE MAXIMUM
INTELLIGENCE O Saving Throw O \(\rightarrow \) Arcana		HIT DICE SPENT
	ADVANTAGES, RESISTANCES, IMMUNITIES	Successes O O Failed O O O DEATH SAVES
O \diamondsuit Religion	Weapon Attack Dama	age/Type Range Weight
WISDOM ○ Saving Throw ○ ♦ Animal Handling ○ Insight ○ Medicine ○ Perception ○ Survival		
CHARISMA O Saving Throw		
O Deception O Intimidation O Performance		
● Proficient ◆ Expertise ▼ Armor penalty	WEAPONS & A	MMUNITIONS
PASSIVE WISDOM (PERCEPTION)		
	<u> </u>	
INSPIRATION		
VICION	Þ	
VISION	D	
SPEED	D	0000
base hour day	<u>D</u>	
special movement	▶ Refresh after short/long rest ▶	
SENSES & MOVEMENT	COMBAT I Feats, abilities, and other feature	EATURES s for quick reference in combat

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		
	Bonds	
	Flaws	
	Friends and allies	
	Thorac and alloc	
	Enemies	
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	Background/other	
RACE & CLASS FEATURES		
RACE & CLASS FEATURES	СНАР	RACTER 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)
					des does des Constant Constant des UNIVERSE Constant de la Constan
					1pp=10gp 1gp=2ep 1ep=5sp 1sp=10cp Weight: 50 pieces =1 lb.
				······	COINS
					GEMS AND JEWELERY
					Where How much When
					where now much when
					Loaned, deposited or received values or goods
					VALUABLES
				†·····	
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					MOUNT
				ļ	MOUNT
Total Weight				Ļ—	Each aire estaces about Medium v2 Tournet was 1/
Total weight on Character					Each size category above Medium x2, Tiny creatures ½ ENCUMBERED HEAVILY ENCUMB. MAX CARRYING PUSH, DRAG LIFT
D - Donned					LIVEUMDLINED IILAVILI ENGUMD. MAA GARRTING LIFT
B - Backpack (max lb.)					
P - Belt Pouch (n; max lb.)					Strength x5 lb. Strength x10 lb. Strength x15 lb. Strength x30 lb.
(n	: max	lh)		Speed –10 ft. Spe. –20ft. Disadvantage on
			,		Str, Dex, Con ability checks, ST, attacks
EQUIPMENT					CARRYING CAPACITY

SPELL SAVE DC SPELL SLOTS SPELL SLOTS SORCERY POINTS N° PREPARED SPELLS USED SLOTS USED SLOTS SPELL SAVE DC SPELL SLOTS SORCERY POINTS SORCERY POINTS SORCERY POINTS						
SPELLCASTING ABILIT	YPOINTS USED					
1st LEVEL	2nd LEVEL					
3rd LEVEL	4th LEVEL					
5th LEVEL	6th LEVEL					
7th LEVEL	8th LEVEL					
	CANTRIPS					