



# CHARACTER SHEETS



**DUNGEONS & DRAGONS®**

For the world's greatest roleplaying game







**ATTACK**

You make a melee or ranged weapon attack.

**CAST A SPELL**

You cast a cantrip or a spell of 1st level or higher. See the spell's casting time.

**DASH**

You gain extra movement equal to your speed (plus any modifiers) for the current turn.

**DISENGAGE**

Your movement doesn't provoke opportunity attacks for the rest of the turn.

**DODGE**

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

**HELP**

You help one creature with a task, giving that creature advantage on the next ability check it makes for that task. Or you distract one creature within 5 feet of you, and the next attack roll that an ally of yours makes against that creature has advantage.

Whichever option you choose, the advantage goes away once used or when your next turn starts.

**HIDE**

You make a Dexterity (Stealth) check in an attempt to become hidden—unseen and unheard.

**READY**

You wait for a particular circumstance before you act, which lets you act using your reaction before the start of your next turn. You must decide in advance (a) what perceivable circumstance will

trigger your reaction and (b) the action you will take in response to that trigger.

If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

**SEARCH**

You make a Wisdom (Perception) check or an Intelligence (Investigation) check to find something.

**USE A MAGIC ITEM**

You use a magic item that requires your action for its use.

**USE AN OBJECT**

You use an object, other than a magic item, that requires your action for its use.

**USE A SPECIAL ABILITY**

You use a class feature or other special ability that requires your action for its use.

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- Draw or sheathe a sword.
- Open or close a door.
- Withdraw a potion from your backpack.
- Pick up a dropped axe.
- Take a bauble from a table.
- Remove a ring from your finger.
- Stuff some food into your mouth.
- Plant a banner in the ground.
- Fish a few coins from your belt pouch.
- Drink all the ale in a flagon.
- Throw a lever or a switch.
- Pull a torch from a sconce.
- Take a book from a shelf you can reach.
- Extinguish a small flame.
- Don a mask.
- Pull the hood of your cloak up and over your head.
- Put your ear to a door.
- Kick a small stone.
- Turn a key in a lock.
- Tap the floor with a 10-foot pole.
- Hand an item to another character.

**THINGS YOU CAN DO ON YOUR TURN**

- Move up to your speed.
- Take one action.
- Communicate with speech, gestures, or both.
- Interact with one object or feature of the environment as you move or take your action. To interact with a second object, take the Use an Object action.

\_\_\_\_\_  
PLAYER NAME

\_\_\_\_\_  
CHARACTER NAME

\_\_\_\_\_  
DCI NUMBER



**DUNGEONS & DRAGONS**<sup>®</sup>

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

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

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

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

INITIATIVE

SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

- CP \_\_\_\_\_
- SP \_\_\_\_\_
- EP \_\_\_\_\_
- GP \_\_\_\_\_
- PP \_\_\_\_\_

EQUIPMENT

FEATURES & TRAITS





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER NAME _____ _____ _____	CLASS & LEVEL _____ RACE _____	BACKGROUND _____ ALIGNMENT _____	PLAYER NAME _____ EXPERIENCE POINTS _____
---	---	---	--

**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**

<b>ARMOR CLASS</b> _____	<b>INITIATIVE</b> _____	<b>SPEED</b> _____
-----------------------------	----------------------------	-----------------------

Hit Point Maximum \_\_\_\_\_

**CURRENT HIT POINTS**

\_\_\_\_\_

**TEMPORARY HIT POINTS**

\_\_\_\_\_

<p>Total _____</p> <p style="text-align: center;"><b>HIT DICE</b></p>	<p>SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p style="text-align: center;"><b>DEATH SAVES</b></p>
---	--

PERSONALITY TRAITS

\_\_\_\_\_

IDEALS

\_\_\_\_\_

BONDS

\_\_\_\_\_

FLAWS

\_\_\_\_\_

NAME	ATK BONUS	DAMAGE/TYPE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**ATTACKS & SPELLCASTING**

**PASSIVE WISDOM (PERCEPTION)**

\_\_\_\_\_

**OTHER PROFICIENCIES & LANGUAGES**

\_\_\_\_\_

CP	_____
SP	_____
EP	_____
GP	_____
PP	_____

**EQUIPMENT**

\_\_\_\_\_

**FEATURES & TRAITS**

\_\_\_\_\_



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**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**

**INITIATIVE**

**SPEED**

Hit Point Maximum \_\_\_\_\_

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total \_\_\_\_\_

**HIT DICE**

**SUCCESSES** ○○○○

**FAILURES** ○○○○

**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

**NAME**

**ATK BONUS**

**DAMAGE/TYPE**

**ATTACKS & SPELLCASTING**

**PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

CP

SP

EP

GP

PP

**EQUIPMENT**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ATHLETICS

DEXTERITY

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ACROBATICS
- \_\_\_ SLEIGHT OF HAND
- \_\_\_ STEALTH

CONSTITUTION

- ◇ \_\_\_ SAVING THROWS

INTELLIGENCE

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ARCANA
- \_\_\_ HISTORY
- \_\_\_ INVESTIGATION
- \_\_\_ NATURE
- \_\_\_ RELIGION

WISDOM

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ANIMAL HANDLING
- \_\_\_ INSIGHT
- \_\_\_ MEDICINE
- \_\_\_ PERCEPTION
- \_\_\_ SURVIVAL

CHARISMA

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ DECEPTION
- \_\_\_ INTIMIDATION
- \_\_\_ PERFORMANCE
- \_\_\_ PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ATHLETICS

DEXTERITY

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ACROBATICS
- \_\_\_ SLEIGHT OF HAND
- \_\_\_ STEALTH

CONSTITUTION

- ◇ \_\_\_ SAVING THROWS

INTELLIGENCE

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ARCANA
- \_\_\_ HISTORY
- \_\_\_ INVESTIGATION
- \_\_\_ NATURE
- \_\_\_ RELIGION

WISDOM

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ANIMAL HANDLING
- \_\_\_ INSIGHT
- \_\_\_ MEDICINE
- \_\_\_ PERCEPTION
- \_\_\_ SURVIVAL

CHARISMA

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ DECEPTION
- \_\_\_ INTIMIDATION
- \_\_\_ PERFORMANCE
- \_\_\_ PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_  
HIT DICE

SUCCESSES ○ ○ ○ ○ ○ ○  
FAILURES ○ ○ ○ ○ ○ ○  
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇  SAVING THROWS
- ATHLETICS

DEXTERITY

- ◇  SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- ◇  SAVING THROWS

INTELLIGENCE

- ◇  SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- ◇  SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- ◇  SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇  SAVING THROWS
- ATHLETICS

DEXTERITY

- ◇  SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- ◇  SAVING THROWS

INTELLIGENCE

- ◇  SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- ◇  SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- ◇  SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**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

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT™

FEATURES & TRAITS





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**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**

**INITIATIVE**

**SPEED**

Hit Point Maximum \_\_\_\_\_

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total \_\_\_\_\_

**HIT DICE**

**SUCCESSES** ○○○○

**FAILURES** ○○○○

**DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

**CP**

**SP**

**EP**

**GP**

**PP**

**EQUIPMENT™**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

CLASS &amp; LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**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**

**INITIATIVE**

**SPEED**

Hit Point Maximum \_\_\_\_\_

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total \_\_\_\_\_

**HIT DICE**

**SUCCESSSES** ○○○○

**FAILURES** ○○○○

**DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**PASSIVE WISDOM (PERCEPTION)**

**OTHER PROFICIENCIES & LANGUAGES**

**CP**

**SP**

**EP**

**GP**

**PP**

**EQUIPMENT™**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

**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**

**INITIATIVE**

**SPEED**

Hit Point Maximum \_\_\_\_\_

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total \_\_\_\_\_

**HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**PASSIVE WISDOM (PERCEPTION)**

OTHER PROFICIENCIES & LANGUAGES

**CP**

**SP**

**EP**

**GP**

**PP**

EQUIPMENT™

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for listing 0-level spells.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

PREPARED

Table for 1-level spells with columns for Spell Level, Slots Total, Slots Expended, Spell Name, and Prepared.

2

Blank lines for listing 2-level spells.

3

Blank lines for listing 3-level spells.

4

Blank lines for listing 4-level spells.

5

Blank lines for listing 5-level spells.

6

Blank lines for listing 6-level spells.

7

Blank lines for listing 7-level spells.

8

Blank lines for listing 8-level spells.

9

Blank lines for listing 9-level spells.

SPELLS KNOWN





SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for listing 0-level spells.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

PREPARED

Table for 1-level spells with columns for Spell Level, Slots Total, Slots Expended, Spell Name, and Prepared.

2

Blank lines for listing 2-level spells.

3

Blank lines for listing 3-level spells.

4

Blank lines for listing 4-level spells.

5

Blank lines for listing 5-level spells.

6

Blank lines for listing 6-level spells.

7

Blank lines for listing 7-level spells.

8

Blank lines for listing 8-level spells.

9

Blank lines for listing 9-level spells.

SPELLS KNOWN







SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

PREPARED

Table for spell preparation with checkboxes

2

Table for spell preparation with checkboxes

3

Table for spell preparation with checkboxes

4

Table for spell preparation with checkboxes

5

Table for spell preparation with checkboxes

6

Table for spell preparation with checkboxes

7

Table for spell preparation with checkboxes

8

Table for spell preparation with checkboxes

9

Table for spell preparation with checkboxes

SPELLS KNOWN





SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

PREPARED

Table for spell preparation with checkboxes

2

Table for spell preparation with checkboxes

3

Table for spell preparation with checkboxes

4

Table for spell preparation with checkboxes

5

Table for spell preparation with checkboxes

6

Table for spell preparation with checkboxes

7

Table for spell preparation with checkboxes

8

Table for spell preparation with checkboxes

9

Table for spell preparation with checkboxes

SPELLS KNOWN





# DUNGEONS & DRAGONS®

CLASS & LEVEL BACKGROUND PLAYER NAME FACTION  
 RACE ALIGNMENT HEIGHT WEIGHT

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

PASSIVE PERCEPTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSSES ○—○—○—○

FAILURES ○—○—○—○

DEATH SAVES

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

— Strength  
 — Dexterity  
 — Constitution  
 — Intelligence  
 — Wisdom  
 — Charisma

SAVING THROWS

SKILLS

RACE, CLASS & BACKGROUND

## ATTACKS & SPELLCASTING

NAME ATK BONUS DAMAGE/TYPE

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT & TREASURE

CP

SP

EP

GP

PP



CLASS & LEVEL BACKGROUND PLAYER NAME FACTION

RACE ALIGNMENT HEIGHT WEIGHT

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES ○○○○○

FAILURES ○○○○○

DEATH SAVES

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

SKILLS

RACE, CLASS & BACKGROUND

### ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT & TREASURE

CP

SP

EP

GP

PP



CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

PASSIVE PERCEPTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSSES ○—○—○—○

FAILURES ○—○—○—○

DEATH SAVES

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

SKILLS

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

RACE, CLASS & BACKGROUND

### ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT & TREASURE

- CP
- SP
- EP
- GP
- PP



CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR  
CLASS

INITIATIVE

SPEED

PASSIVE  
PERCEPTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES ○—○—○—○—○—○—

FAILURES ○—○—○—○—○—○—

DEATH SAVES

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

SKILLS

RACE, CLASS & BACKGROUND

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT & TREASURE

CP

SP

EP

GP

PP





# DUNGEONS & DRAGONS®

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

PASSIVE PERCEPTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSSES ○—○—○—○

FAILURES ○—○—○—○

DEATH SAVES

— Strength

— Dexterity

— Constitution

— Intelligence

— Wisdom

— Charisma

SAVING THROWS

SKILLS

## ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

RACE, CLASS & BACKGROUND

EQUIPMENT & TREASURE

CP

SP

EP

GP

PP



# DUNGEONS & DRAGONS®

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

PASSIVE PERCEPTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCCESSES ○—○—○—○

FAILURES ○—○—○—○

DEATH SAVES

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

- \_\_\_ Strength
- \_\_\_ Dexterity
- \_\_\_ Constitution
- \_\_\_ Intelligence
- \_\_\_ Wisdom
- \_\_\_ Charisma

SAVING THROWS

SKILLS

RACE, CLASS & BACKGROUND

### ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT & TREASURE

CP

SP

EP

GP

PP



CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**ARMOR CLASS**

**HIT POINT MAXIMUM**

**CURRENT HIT POINTS**

**INITIATIVE**

**TEMPORARY HIT POINTS**

**SPEED**

**TOTAL**

**HIT DICE**

**PASSIVE PERCEPTION**

**SUCCESSES** ○ ○ ○ ○

**FAILURES** ○ ○ ○ ○

**DEATH SAVES**

**THINGS YOU SHOULD DO**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**THINGS YOU SHOULDN'T DO**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_ Strength

\_\_\_ Dexterity

\_\_\_ Constitution

\_\_\_ Intelligence

\_\_\_ Wisdom

\_\_\_ Charisma

**SAVING THROWS**

\_\_\_

\_\_\_

\_\_\_

\_\_\_

\_\_\_

\_\_\_

**SKILLS**

**RACE, CLASS & BACKGROUND**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**EQUIPMENT & TREASURE**

**CP**

**SP**

**EP**

**GP**

**PP**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

INITIATIVE

SPEED

PASSIVE PERCEPTION

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

HIT DICE

SUCSESSES ○—○—○—○—

FAILURES ○—○—○—○—

DEATH SAVES

— Strength

— Dexterity

— Constitution

— Intelligence

— Wisdom

— Charisma

SAVING THROWS

SKILLS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

THINGS YOU SHOULD DO

THINGS YOU SHOULDN'T DO

RACE, CLASS & BACKGROUND

EQUIPMENT & TREASURE

CP

SP

EP

GP

PP





# LET THE GAME BEGIN

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. Each character sheet provides plenty of room to keep track of everything that makes YOUR characters unique.

## INCLUDES:

- An introductory character sheet designed specifically for new players.
- Three additional styles of double-sided character sheets giving experienced players options based on their individual play preference.
- Spell sheets for keeping track of their magical repertoire in game.

Every charactersheet and spellsheet is easy to photocopy, so you'll always have a fresh sheet on hand when you need one.

## LOOKING FOR A GAME?



[DND.WIZARDS.COM/ADVENTURERSLEAGUE](http://DND.WIZARDS.COM/ADVENTURERSLEAGUE)



[DUNGEONSANDDRAGONS.COM](http://DUNGEONSANDDRAGONS.COM)

TM & © 2017 Wizards of the Coast LLC.

