



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength ☐
 Dexterity ☐
 Constitution ☐
 Intelligence ☐
 Wisdom ☐
 Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
 Sleight of Hand ☐
 Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
 History ☐
 Investigation ☐
 Nature ☐
 Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐
 Insight ☐
 Medicine ☐
 Perception ☐
 Survival ☐

WISDOM

CHARISMA

Deception ☐
 Intimidation ☐
 Performance ☐
 Persuasion ☐

SKILLS

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME AC WEIGHT

SHIELD

ADDITIONAL ITEMS

ARMOR CLASS

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

PROFICIENCY BONUS

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

OTHER PROFICIENCIES

SPELL NAME

RANGE / SHAPE

DAMAGE

TARGET

COMPONENT

DURATION

NOTES

PAGE

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

EQUIPMENT

PP

GP

SP

CP



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

CHARACTER BACKSTORY

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL EQUIPMENT

NOTES

5e Character Sheet v1.5, created by /tg/