



# CHARACTER SHEETS



DUNGEONS & DRAGONS®

For the world's greatest roleplaying game



## ACTIONS IN COMBAT

### 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 things 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



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DUNGEONS &amp; DRAGONS®

CHARACTER NAME

CLASS &amp; LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
<input type="text"/>

INSPIRATION
<input type="text"/>

DEXTERITY
<input type="text"/>

PROFICIENCY BONUS

<input type="checkbox"/> Strength
<input type="checkbox"/> Dexterity
<input type="checkbox"/> Constitution
<input type="checkbox"/> Intelligence
<input type="checkbox"/> Wisdom
<input type="checkbox"/> Charisma

## SAVING THROWS

CONSTITUTION
<input type="text"/>

<input type="checkbox"/> Acrobatics (Dex)
<input type="checkbox"/> Animal Handling (Wis)
<input type="checkbox"/> Arcana (Int)
<input type="checkbox"/> Athletics (Str)
<input type="checkbox"/> Deception (Cha)
<input type="checkbox"/> History (Int)
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<input type="checkbox"/> Performance (Cha)
<input type="checkbox"/> Persuasion (Cha)
<input type="checkbox"/> Religion (Int)
<input type="checkbox"/> Sleight of Hand (Dex)
<input type="checkbox"/> Stealth (Dex)
<input type="checkbox"/> Survival (Wis)

## SKILLS

INTELLIGENCE
<input type="text"/>

WISDOM
<input type="text"/>

CHARISMA
<input type="text"/>

ARMOR CLASS
<input type="text"/>
INITIATIVE
<input type="text"/>
SPEED
<input type="text"/>

Hit Point Maximum _____
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

## ATTACKS &amp; SPELLCASTING

<input type="text"/>	CP
<input type="text"/>	SP
<input type="text"/>	EP
<input type="text"/>	GP
<input type="text"/>	PP

PASSIVE WISDOM (PERCEPTION)
<input type="text"/>

## OTHER PROFICIENCIES &amp; LANGUAGES

## EQUIPMENT

## FEATURES &amp; TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE





CHARACTER NAME

AGE

HEIGHT

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CHARACTER APPEARANCE

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DUNGEONS &amp; DRAGONS®

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RACE

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EXPERIENCE POINTS

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INSPIRATION
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DEXTERITY
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PROFICIENCY BONUS

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<input type="checkbox"/> Dexterity
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WISDOM
<input type="text"/>

CHARISMA
<input type="text"/>

ARMOR CLASS
<input type="text"/>

INITIATIVE

SPEED

Hit Point Maximum _____
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESES
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DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
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# DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

- ◊ — SAVING THROWS
- — ATHLETICS

STRENGTH

- ◊ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

DEXTERITY

- ◊ — SAVING THROWS

CONSTITUTION

- ◊ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

INTELLIGENCE

- ◊ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

WISDOM

- ◊ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

CHARISMA

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

SUCCESES

FAILURES

HIT DICE

DEATH SAVES

PERSONALITY TRAITS

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BONDS

FLAWS

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- ATHLETICS

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CHARACTER NAME

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EXPERIENCE POINTS

**STRENGTH**

INSPIRATION  
PROFICIENCY BONUS

**DEXTERITY**

- Strength
  - Dexterity
  - Constitution
  - Intelligence
  - Wisdom
  - Charisma
- SAVING THROWS

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  - Survival (Wis)
- SKILLS

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

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)

CP  
SP  
EP  
GP  
PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT™.

FEATURES & TRAITS



CHARACTER NAME

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SYMBOL

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# DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

INSPIRATION  
PROFICIENCY BONUS

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**INTELLIGENCE**

**WISDOM**

**CHARISMA**

ARMOR CLASS  
INITIATIVE  
SPEED

Hit Point Maximum \_\_\_\_\_  
**CURRENT HIT POINTS**  
TEMPORARY HIT POINTS

Total \_\_\_\_\_

SUCCESES   
FAILURES

HIT DICE

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP  
SP  
EP  
GP  
PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT™.

FEATURES & TRAITS



CHARACTER NAME

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CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

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SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



DUNGEONS &amp; DRAGONS®

CHARACTER NAME

CLASS &amp; LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
<input type="text"/>

INSPIRATION
<input type="text"/>

DEXTERITY
<input type="text"/>

PROFICIENCY BONUS

<input type="checkbox"/> Strength
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## SAVING THROWS

CONSTITUTION
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## SKILLS

ARMOR CLASS
<input type="text"/>
INITIATIVE
<input type="text"/>
SPEED
<input type="text"/>

Hit Point Maximum _____
CURRENT HIT POINTS
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NAME	ATK BONUS	DAMAGE/TYPE
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

## ATTACKS &amp; SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

<input type="text"/> CP
<input type="text"/> SP
<input type="text"/> EP
<input type="text"/> GP
<input type="text"/> PP

OTHER PROFICIENCIES &amp; LANGUAGES

EQUIPMENT™.

FEATURES &amp; TRAITS



CHARACTER NAME

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CHARACTER BACKSTORY

TREASURE



# DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

INSPIRATION  
PROFICIENCY BONUS

**DEXTERITY**

- Strength
  - Dexterity
  - Constitution
  - Intelligence
  - Wisdom
  - Charisma
- SAVING THROWS

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- SKILLS

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

ARMOR CLASS  
INITIATIVE  
SPEED

Hit Point Maximum \_\_\_\_\_  
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TEMPORARY HIT POINTS  
Total \_\_\_\_\_  
HIT DICE  
SUCCESSES   
FAILURES   
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP  
SP  
EP  
GP  
PP

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT™.

FEATURES & TRAITS



CHARACTER NAME

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CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0 CANTRIPS

SPEL  
LEVEL  
1 SLOTS TOTAL  
PREPARED SLOTS EXPENDED

SPELL NAME

3

4

6

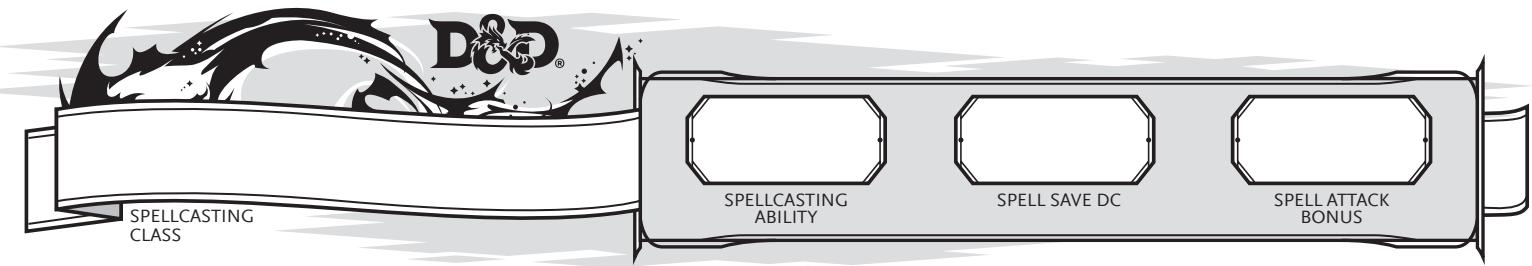
7

8

9

SPELLS KNOWN





This image shows a blank, multi-page character sheet template, likely for a Dungeons & Dragons 5th edition player. The sheet is organized into several columns and rows, each containing numbered slots for tracking spell information.

**Top Row:**

- 0 CANTRIPS**: A row of five empty lines for listing cantrips.
- 3**: A row of five empty lines for listing 3rd-level spells.
- 6**: A row of five empty lines for listing 6th-level spells.

**Second Column (Left):**

- SPELL LEVEL**: A vertical column header.
- 1 SLOTS TOTAL / SLOTS EXPENDED**: A row with two sections for tracking 1st-level spell slots.
- SPELL NAME**: A row for listing the name of a prepared 1st-level spell.
- PREPARED**: A vertical column header.
- Spells Known (1-10)**: A column of ten rows for listing known spells at level 1.

**Third Column (Right):**

- 4**: A row of five empty lines for listing 4th-level spells.
- 7**: A row of five empty lines for listing 7th-level spells.
- 8**: A row of five empty lines for listing 8th-level spells.
- 9**: A row of five empty lines for listing 9th-level spells.

**Bottom Row:**

- 2**: A row of five empty lines for listing 2nd-level spells.
- 5**: A row of five empty lines for listing 5th-level spells.
- 0**: A row of five empty lines for listing 0th-level spells.





SPELLCASTING CLASS

	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
--	----------------------	---------------	--------------------

0	CANTRIPS								
SPELLS KNOWN									
1	SLOTS TOTAL	SLOTS EXPENDED	SPELL NAME						
2									
3									
4									
5									
6									
7									
8									
9									



SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0 CANTRIPS

SPEL  
LEVEL  
1 SLOTS TOTAL  
PREPARED SLOTS EXPENDED

SPELL NAME

3

4

6

7

8

9

SPELLS KNOWN



# DUNGEONS & DRAGONS®

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

RACE

ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

STRENGTH



HIT POINT MAXIMUM

ARMOR CLASS

CURRENT HIT POINTS

DEXTERITY

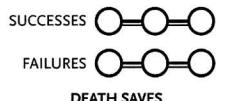
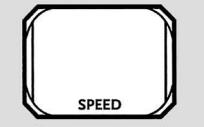


TOTAL

INITIATIVE

HIT DICE

CONSTITUTION



SUCCESES

FAILURES

DEATH SAVES

INTELLIGENCE

- Strength
  - Dexterity
  - Constitution
  - Intelligence
  - Wisdom
  - Charisma
- SAVING THROWS

SKILLS

WISDOM

NAME	ATK BONUS	DAMAGE/TYPE

CHARISMA

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

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ALIGNMENT

HEIGHT

WEIGHT

CHARACTER NAME

STRENGTH



HIT POINT MAXIMUM

ARMOR CLASS

CURRENT HIT POINTS

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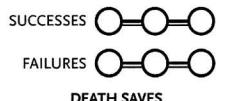
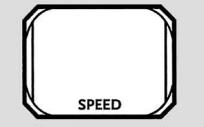


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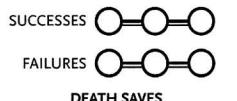
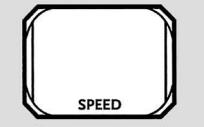


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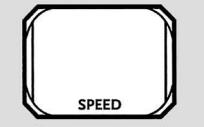


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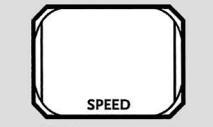
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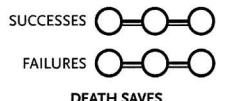
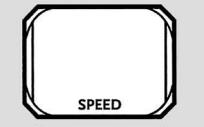


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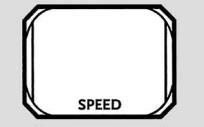


TEMPORARY HIT POINTS

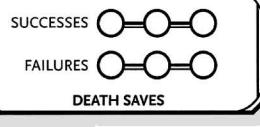
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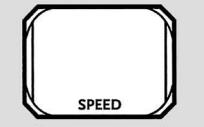


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ISBN 978-0-7869-6618-9

A standard linear barcode representing the ISBN number.

9 780786 966189

Sug. Retail: US \$9.95 CAN \$13.50

Printed in USA C36860000

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