

Record your character's name here
e.g. Evan, the not so Terrible
In the race section of the players handbook there are lists of suggested names and naming traditions for your chosen race.

Inspiration allows you to pick a roll to have advantage on
You can't store inspiration for later use, you either have it or you don't. DMs award inspiration when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way.

Characters have a proficiency bonus determined by level
Note: Your proficiency bonus can't be added more than once. Everyone has the same proficiency at the same levels. Levels 1-4 = +2, levels 5-8 = +3, levels 9-12 = +4, levels 13-16 = +5, levels 17-20 = +6

The 6 Ability Scores

A quick description of your character's physical and mental characteristics. Strength (STR), measuring physical power. Dexterity (DEX), measuring agility. Constitution (CON), measuring endurance. Intelligence (INT), measuring reasoning and memory. Wisdom (WIS), measuring perception and insight. Charisma (CHA), measuring force of personality.

Calculating Ability Scores

A quick description of your character's physical and mental characteristics. Calculate by rolling 4d6's and adding the top 3 together. Do this 6 times to get 6 scores. E.g. I roll a 4, 2, 6 & 3, add 3+4+6 = a score of 13.

Each ability also has a Modifier defined by the Ability Score

Modifiers range from -5 (for an Ability Score of 1) to +10 (for a Score of 30). Calculate: -10 from the Ability Score, half that (rounded down) = Modifier. E.g. A Score of 13 is a +1 Modifier (13-10=3, 3/2=1.5 rounded down to 1)

Choose which ability score goes where carefully

Note: Classes in the Player's Handbook recommend priority scores. E.g. Druids cast spells with their WIS so that should be your highest score with CON being the second highest.

Attempt to resist a spell, a trap, a poison, a disease, or threat.
Roll 1d20 and add your appropriate Modifier.
Each Class gives proficiency in at least two Saving Throws. If your character is proficient in the Saving Throw, add the proficiency bonus as well.

Each Ability Score is broken down into specific skills

Your Class & Background tells you specific skills you can be proficient in. Use the relevant Modifier to add to your roll. If you have chosen for your character to be proficient in a skill, add your proficiency bonus as well.

You will use this to see if you notice traps or sneaky enemies

Note: Your DM will probably use this so as not to arouse suspicion. Calculate by 10 + WIS. +5 for advantage, -5 for disadvantage. A creature must beat this score on a stealth check to not be noticed by your character.

Record your character's proficiencies & languages

These are determined by your Race, Class & Background. e.g. Race: Wood Elves can speak "Common & Elvish" & are proficient in multiple weapons. Class: Druids can speak "Druidic", are proficient in certain armors, weapons & tools. Background: Hermit are proficient in Herbalism Kits

Chosen Background
e.g. Soldier

Chosen Race
e.g. Woodland Elf

Chosen class and character level
e.g. Fighter, 3 (if multiclassing add info here)

Chosen Alignment
e.g. Lawful Good

Your real (unless you're Batman) name
e.g. I don't know... Jim?

Record XP gained from playing
Note: You can do milestone levelling

Your current AC

Note: Armor takes time to put on and off. Unarmored: 10 + DEX (unless your class has a feature), Armored: Specified Armor Entry + DEX (Unless it's heavy)

Bonus added to Initiative Rolls

Note: Initiative is rolled to determine the turn order of combat. Calculated by 1d20 + DEX. Some spells and classes can add additional bonus!

How far you can move in combat

Your chosen Race & Class determines your movement speed. Movement speed changes depending on your mode of transport, environment and spells cast on you.

Self-descriptions that make you stand out

Be specific about your character's interests and opinions. e.g. Instead of "I'm quick to anger" try "I'm quick to throw an insult in jest but get angry when insults are directed at me."

Fundamental moral and ethical principles

Your character's alignment is a good place to start. e.g. Fairness. I never target people who can't afford to lose a few coins. (Lawful)

Connections to people, places and events

Specifically one/two of the above that are important to you. e.g. Family, a town or a fond memory. Your DM may use these in the campaign to direct your character to take specific action.

Vices, compulsions, fears, or weaknesses

Anything that someone else could exploit. e.g. Once I start drinking, it's hard for me to stop. Your DM may use these to make your character act against best interests.

Maximum health your character has

Determined by your class' hit dice + constitution modifier. e.g. Druids hit dice is 1d8. 1st level = 1d8 + Constitution modifier. For every level after add 1d8 roll + Constitution modifier.

Hit points on top of your maximum health

Some spells/classes give temporary hit points. Temporary hit points do not regenerate and are the first to be lost when your character is damaged.

If you are reduced to 0 hit points you are knocked out

Roll 1d20 on your turn to see if you survive or die, healing can revive you. You roll once per turn in combat, 10 or above is a success, 9 or below is a failure. If you roll 3 successes you stabilize, if you roll 3 failures you die.

Your hit dice based on your chosen class

Total: How many hit dice you have left to roll. e.g. A Druid's hit dice is a d8. At 3rd level they have 3d8's they can roll during a short rest to regain health equal to what they roll.

Your race, class and background give these

Learn these so you don't forget about them during your campaign! e.g. Race: Wood Elves give the feature "Dark Vision". Class: Druid gives the feature "Wild Shape". Background: Hermit gives the feature "Discovery".

The name of your weapon

Some weapons have special names. e.g. Your starting weapons will just be basic swords or axes, you might find rare weaponry that has a given name like "The King's Hammer".

The bonus you add to your d20 roll to try and hit something

Note: Melee/Finesse/Ranged change whether you should use STR/DEX. e.g. Using a shortsword: STR Modifier (melee weapon) + Proficiency bonus (if you are proficient). Race & Class tells you your proficient weapons.

The dice used for damage and the type of damage

Note: Add your STR/DEX modifier to the damage roll for your total damage. e.g. Using a shortsword: 1d6 + Strength modifier, piercing damage. You must use the same modifier for both attack and damage bonus.

List of available weapons or combat spells

You might pick up weapons but don't use (e.g. to sell) add them here. Also keep a short list of combat spells you might use a lot are worth recording here. E.g. Fire Bolt - Cantrip - 1d10 fire damage.

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL BACKGROUND PLAYER NAME

RACE ALIGNMENT EXPERIENCE POINTS

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

ARMOR CLASS INITIATIVE SPEED

HIT POINT Maximum CURRENT HIT POINTS TEMPORARY HIT POINTS

HIT DICE

SUCCESSSES FAILURES DEATH SAVED

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS IDEALS BONDS FLAWS

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Record your equipment here

Your class & background determine starting equipment. These include items you get from your "pack", any armor and material components.

Record your character's currency totals here

You can earn money through quests, selling items or thievery. CP = Copper Pieces, SP = Silver Pieces, EP = Electrum Pieces, GP = Gold Pieces, PP = Platinum Pieces.