# DUNGEONS & DRAGONS
## 5th edition Character Sheet

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CLASS & LEVEL | BACKGROUND | PLAYER | ALIGNMENT

ARCHETYPE

MULTICLASS | RACE | EXPERIENCE POINTS

ARCHETYPE

PROFICIENCY BONUS | INSPIRATION

### ABILITY SCORES

**STRENGTH**
- Saving Throw
- Athletics

**DEXTERITY**
- Saving Throw
- Acrobatics
- Sleight of Hand
- Stealth

**CONSTITUTION**
- Saving Throw

**INTELLIGENCE**
- Saving Throw
- Arcana
- History
- Investigation
- Nature
- Religion

**WISDOM**
- Saving Throw
- Animal Handling
- Insight
- Medicine
- Perception
- Survival

**CHARISMA**
- Saving Throw
- Deception
- Intimidation
- Performance
- Persuasion

SKILLS

AC | ARMOR CLASS CONRIBUTORS | INITIATIVE | SPEED

HIT POINTS: MAXIMUM | CURRENT | TEMPORARY

HIT DICE: ___ d6 ___ / ___ d8 ___ / ___ d10 ___ / ___ d12 ___

PASSIVE PERCEPTION

CONDITIONS

SUCCESSES

FAILURES

DEATH SAVES

| WEAPON/SPELL | RANGE | HIT | DAMAGE 1 | DAMAGE 2 |
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CASTING CLASS | CASTING MODIFIER

SPELL HIT BONUS | SPELL SAVE DC

| LEVEL | TOTAL | LEFT | LEVEL | TOTAL | LEFT |
|---|---|---|---|---|---|
| 1st | | | 6th | | |
| 2nd | | | 7th | | |
| 3rd | | | 8th | | |
| 4th | | | 9th | | |
| 5th | | | | | |

| RESOURCE | TOTAL | LEFT | RESOURCE | TOTAL | LEFT |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |

SPELL CHARGES & OTHER RESOURCES AND AMMO

OTHER PROFICIENCIES

KNOWN LANGUAGES

CP | SP | GP | PP

INVENTORY

FEATURES AND TRAITS