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

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**SKILLS**

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

**SAVING THROWS**

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

**CLASS & LEVEL + BACKGROUND + PLAYER NAME**

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**PERSONALITY TRAITS**

- Ideals
- Bonds
- Flaws

**ARMOR CLASS + INITIATIVE + SPEED**

- Armor Class
- Initiative
- Speed

**CURRENT HIT POINTS**

- Hit Point Maximum

**TEMPORARY HIT POINTS**

- Total
- Successes
- Failures
- Death Saves

**HIT DICE**

- HIT DICE

**PASSIVE WISDOM (PERCEPTION)**

- Passive Wisdom (Perception)

**OTHER PROFICIENCIES & LANGUAGES**

- Other Proficiencies
- Languages

**EQUIPMENT**

- Equipment

**FEATURES & TRAITS**

- Features
- Traits
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### Background

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### Attacks & Spellcasting

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### Other Proficiencies & Languages

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## Character Sheet

### Race

**CLASS & LEVEL**  
**BACKGROUND**  
**PLAYER NAME**

**RACE**  
**ALIGNMENT**  
**EXPERIENCE POINTS**

### Attributes

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

### Proficiency Bonus

- 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

- **Passive Wisdom (Perception)**

### Current Hit Points

- **Hit Point Maximum**

### Temporary Hit Points

- **Total**

### Attacking & Spellcasting

- **NAME**  
- **ATK BONUS**  
- **DAMAGE/TYPE**

### Other Proficiencies & Languages

### Equipment

### Features & Traits
# Character Sheet

**CLASS & LEVEL**

**BACKGROUND**

**PLAYER NAME**

**RACE**

**ALIGNMENT**

**EXPERIENCE POINTS**

## Strength

- **Proficiency Bonus**

## Dexterity

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

## Constitution

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
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- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

## Intelligence

- **Skills**

## Charisma

- **Passive Wisdom (Perception)**

## Inspiration

## Armor Class

## Initiative

## Speed

## Personality Traits

## Ideals

## Bonds

## Flaws

## Saving Throws

- Hit Point Maximum

## Current Hit Points

## Temporary Hit Points

- Total

## Successes

## Failures

## Death Saves

## Attacks & Spellcasting

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## Other Proficiencies & Languages

## Equipment

## Features & Traits
CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

SAVING THROWS

ATHLETICS

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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES
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**CHARACTER APPEARANCE**

**ALLIES & ORGANIZATIONS**

**ADDITIONAL FEATURES & TRAITS**

**CHARACTER BACKSTORY**

**TREASURE**
NAME

ATK BONUS

DAMAGE/TYP

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

STRENGTH

Dexterity

Constitution

Intelligence

Wisdom

Charisma

ACROBATICS (Dex)

ANIMAL HANDLING (Wis)

ARCANIA (Int)

ATHLETICS (Str)

DECEPTION (Cha)

HISTORY (Int)

INSIGHT (Wis)

INTIMIDATION (Cha)

INVESTIGATION (Int)

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**STRENGTH**

**Dexterity**

**Constitution**

**Intelligence**

**Wisdom**

**Charisma**

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**Hit Point Maximum**

**Current Hit Points**

**Temporary Hit Points**

**Total**

**Hit Dice**

**Successes**

**Failures**

**Death Saves**

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**Things You Should Do**

**Things You Shouldn’t Do**

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**Race, Class & Background**

**Attacks & Spellcasting**

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**Equipment & Treasure**

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## Dungeons & Dragons Character Sheet

### General Information
- **Class & Level**
- **Background**
- **Player Name**
- **Faction**
- **Race**
- **Alignment**
- **Height**
- **Weight**

### Stat Blocks
- **Strength**
- **Dexterity**
- **Constitution**
- **Intelligence**
- **Wisdom**
- **Charisma**

### Skill Checks
- **Saving Throws**
- **Skills**

### Hit Points
- **Hit Point Maximum**
- **Current Hit Points**
- **Temporary Hit Points**

### Damage & Spellcasting
- **Attacks & Spellcasting**

### Equipment & Treasure

### Things You Should Do

### Things You Shouldn't Do

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### Character Sheet

**Class & Level**

**Background**

**Player Name**

**Faction**

**Race**

**Alignment**

**Height**

**Weight**

#### Character Name

**Strength**

**Armor Class**

**Hit Point Maximum**

**Dexterity**

**Initiative**

**Current Hit Points**

**Constitution**

**Speed**

**Temporary Hit Points**

**Passive Perception**

**Total**

**Dexterity**

**Hit Dice**

**Constitution**

**Successes**

**Intelligence**

**Failures**

**Wisdom**

**Death Saves**

**Charisma**

**Saving Throws**

**Race, Class & Background**

**Skills**

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**CHARACTER NAME**

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**SPEED**

**PASSIVE PERCEPTION**

**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**

**RACE, CLASS & BACKGROUND**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**ATTACKS & SPELLCASTING**

**NAME**

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**EQUIPMENT & TREASURE**

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### CHARACTER NAME

#### Attributes
- **Strength**
- **Dexterity**
- **Constitution**
- **Intelligence**
- **Wisdom**
- **Charisma**

#### Saving Throws

#### Skills

#### Hit Points
- 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

#### Race, Class & Background

#### Attacks & Spellcasting

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#### Equipment & Treasure

- GP
- GP
- GP
- GP
- GP
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.

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