

LEVEL

Name: _____ Player: _____
Class: _____
Experience: _____ Add: _____
Background: _____
Species: _____ Size: _____
Gender: _____ Hair: _____
Age: _____ Alignment: _____

DUNGEONS & DRAGONS



Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

Saving Throw Advantages / Disadvantages



Combat

Defense



☐ ARMOR BONUS

☐ SHIELD BONUS

☐ DEXTERITY MOD

☐ MAGIC

☐ MISC MOD 1

☐ MISC MOD 2

☐ MEDIUM ARMOR (MAX = 2)

☐ HEAVY ARMOR (MAX = 3)

☐ STEALTH DISADV.

AC DURING REST

RESISTANCE

HALF DAMAGE

Attacks

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE

TYPE

TOTAL

TYPE

TOTAL

AMMUNITION

AMMUNITION

1

CRITICAL FAIL!
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Preview instantly destroys it.
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Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
☐		☐	
☐		☐	
☐		☐	
☐		☐	
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☐		☐	
☐		☐	
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Skills

ADV DIS	BONUS	NAME (ABILITY)	PROF.	EXP.
☐	☐	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)	☐	☐
☐	☐	Tool	☐	☐

DEX

+

MISC.

SPEED

SPEED ENCUMBERED

Initiative

Health

Set Max HP

HP

CURRENT

MAX HIT POINTS

RECOVER ALL EXPENDED HIT DICE AND ONE LEVEL OF EXHAUSTION AFTER A LONG REST.

HIT DICE

LEVEL

DIE

CON

USED

WOUNDS

Heal

DIE

DC10

LIVE

DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Magic / Utilize

☐

Dash / Disengage / Dodge / Hide

☐

Search / Study / Influence

☐

Ready / Help / Escape Grapple

☐

BONUS ACTIONS

☐

REACTIONS

☐

Opportunity Attack

☐



Conditions

- ☐ **Blinded**
 - Fail checks requiring sight.
 - Attacks have Disadvantage.
 - Enemy attacks have Advantage.
- ☐ **Charmed**
 - Can't harm or attack charmer.
 - Charmer has Advantage on ability checks to interact socially.
- ☐ **Deafened**
 - Fail checks involving hearing.
- ☐ **Exhaustion Level**
 - Per level of Exhaustion:
 - 2 on D20 Tests and -5 ft Speed.
 - Die at 6 levels of Exhaustion.
 - Finishing a Long Rest removes 1 level of Exhaustion. Condition ends at level 0.
- ☐ **Frightened**
 - Disadvantage on checks and attacks while the source of fear is in sight.
 - Can't willingly move closer to the source of fear.
- ☐ **Grappled**
 - Speed is 0 and can't increase.
 - Disadvantage on attacks against other than the grappler.
 - Grappler can move grappled along at half speed, unless grappled is Tiny or 2+ sizes smaller than grappler.
- ☐ **Incapacitated**
 - Can't speak or take any action, Bonus Action, or Reaction.
 - Concentration is broken.
 - Disadvantage on Initiative.
- ☐ **Invisible**
 - Advantage on Initiative.
 - Unless enemy can see Invisible:
 - can't be seen, attacks have Advantage, and enemy attacks have Disadvantage.

- ☐ **Paralyzed**
 - Incapacitated. Speed is 0 and can't increase.
 - Fail Str and Dex saves.
 - Enemy attacks have Advantage.
 - Enemy attacks within 5 ft are Critical Hits.
- ☐ **Petrified**
 - Incapacitated. Speed is 0 and can't increase.
 - Fail Str and Dex saves.
 - Enemy attacks have Advantage.
 - Resistance to all damage.
 - Immune to being Poisoned.
 - Carried nonmagical gear also inanimate.
 - Stop aging. Weight increases by factor 10.
- ☐ **Poisoned**
 - Disadvantage on attacks and ability checks.
- ☐ **Prone**
 - Crawl at ½ speed or stand up (costs ½ speed).
 - Attacks have Disadvantage.
 - Enemy attacks have Advantage if within 5 ft or Disadvantage otherwise.
- ☐ **Restrained**
 - Speed is 0 and can't increase.
 - Disadvantage on Dex saves.
 - Attacks have Disadvantage.
 - Enemy attacks have Advantage.
- ☐ **Stunned**
 - Incapacitated.
 - Fail Str and Dex saves.
 - Enemy attacks have Advantage.
- ☐ **Surprised**
 - Disadvantage on Initiative.
- ☐ **Unconscious**
 - Incapacitated. Speed is 0 and can't increase.
 - Fall Prone and drop everything held.
 - Unaware of surroundings.
 - Fail Str and Dex saves.
 - Enemy attacks have Advantage.
 - Enemy attacks within 5 ft are Critical Hits.



Notes

[illegible]

Possessions

Magic Items

[illegible]

 Extra Equipment

[illegible]

Other Holdings

[illegible]



Background

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Character Portrait

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. At the top edge, there is a dark, irregular strip, possibly representing a binding or a piece of tape. The rest of the page is empty, with no handwriting or other markings.[illegible]

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Organization Symbol



Name: _____ Gender: _____ Age: _____
 Race: _____ Size: _____ Type: _____
 Height: _____ Weight: _____ Alignment: _____

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
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 Skills

☐ Acrobatics	☐ Medicine
☐ Animal Handling	☐ Nature
☐ Arcana	☐ Perception
☐ Athletics	☐ Performance
☐ Deception	☐ Persuasion
☐ History	☐ Religion
☐ Insight	☐ Sleight of Hand
☐ Intimidation	☐ Stealth
☐ Investigation	☐ Survival



Defense



Senses

PASSIVE PERCEPTION

Features

[illegible]

Proficiency Bonus



Notes

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Attacks

ATTACK / DESCRIPTION	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
						
						
						

Initiative

Diagram illustrating the addition of DEX and MISC components to form SPEED:

$$\boxed{\text{DEX}} + \boxed{\text{MISC.}} = \boxed{\text{SPEED}}$$

 Health

Set Max HP



HP

CURRENT

MAX HIT POINTS

TEMPORARY HP

Heal WOUNDS

HIT DICE

× +
 LEVEL DIE CON USED

DIE

LIVE

DC10

DEATH SAVING THROWS



 Traits[illegible]

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Companion's Appearance

 Equipment

EQUIPMENT	#	LBS		EQUIPMENT	#	LBS
☐				☐		
☐				☐		
☐				☐		
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TOTAL WEIGHT				TOTAL WEIGHT		

Notes

Notes Page Options

MorePurpleMoreBetter's D&D 5.5e (2024) Character Record Sheet v24.0.9-beta+260626 (Colorful - A4)

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