

A detailed digital painting of a fantasy landscape. In the foreground, a small stream flows over rocks in a lush green valley. The middle ground is filled with rolling hills and scattered boulders. The background is dominated by towering, jagged mountains with sharp peaks, bathed in the golden light of a low sun. The sky is filled with soft, hazy clouds, creating a sense of depth and atmosphere.

D&D Character Creation

Maddie Burley

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL BACKGROUND PLAYER NAME

RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH **INSPIRATION** **ARMOR CLASS** **INITIATIVE** **SPEED**

DEXTERITY **PROFICIENCY BONUS** Hit Point Maximum

CONSTITUTION Strength CURRENT HIT POINTS

INTELLIGENCE Dexterity TEMPORARY HIT POINTS

WISDOM Constitution Total SUCCESSSES ○○○○

CHARISMA Intelligence HIT DICE FAILURES ○○○○

Wisdom SAVING THROWS DEATH SAVES

Charisma

ACROBATICS (Dex) PERSONALITY TRAITS

ANIMAL HANDLING (Wis) IDEALS

ARCANA (Int) BONDS

ATHLETICS (Str) FLAWS

DECEPTION (Cha) NAME ATK BONUS DAMAGE/TYPE

HISTORY (Int)

INSIGHT (Wis) **ATTACKS & SPELLCASTING**

INTIMIDATION (Cha) **OTHER PROFICIENCIES & LANGUAGES**

INVESTIGATION (Int) **PASSIVE WISDOM (PERCEPTION)**

MEDICINE (Wis) **EQUIPMENT**

NATURE (Int) **FEATURES & TRAITS**

PERCEPTION (Wis) **PERCEPTION**

PERFORMANCE (Cha) **PERCEPTION**

PERSUASION (Cha) **PERCEPTION**

RELIGION (Int) **PERCEPTION**

SLEIGHT OF HAND (Dex) **PERCEPTION**

STEALTH (Dex) **PERCEPTION**

SURVIVAL (Wis) **PERCEPTION**

SKILLS

- Player Name
- Level
- Proficiency Bonus (+2)

A dramatic landscape featuring jagged, rocky mountains under a hazy, golden sky. The foreground is a lush green valley with a small stream flowing through it. The overall atmosphere is warm and majestic.

Class

Your "job" in the party

BASE CLASSES : 5TH EDITION

BARBARIAN



PRIMAL
WARRIOR

BARD



MUSICAL
MAGICIAN

CLERIC



MYSTICAL
PRIEST

DRUID



SHAPESHIFTING
SHAMAN

FIGHTER



COMBAT
MASTER

MONK



MARTIAL
ARTIST

PALADIN



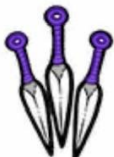
HOLY
WARRIOR

RANGER



NATURAL
HUNTER

ROGUE



SNEAKY
SCOUNDREL

SORCERER



MAGICALLY
GIFTED

WARLOCK



ELDRITCH
MAGE

WIZARD



ARCANE
SCHOLAR

A dramatic landscape with jagged mountains and a river. The scene is bathed in a golden, hazy light, suggesting a sunrise or sunset. The mountains are rugged and layered, with a river flowing through a valley in the foreground. The overall atmosphere is epic and cinematic.

SAVING THROW : Actions to try and save yourself

- Strength - things that can push / pull / knock you down
- Dexterity - dodge, quick reflexes
- Constitution - poison / extreme weather
- Intelligence - resist something affecting knowledge / memories
- Wisdom - resist spells / charms affecting mind & senses
- Charisma - things that affect confidence / sense of self

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL BACKGROUND PLAYER NAME

RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

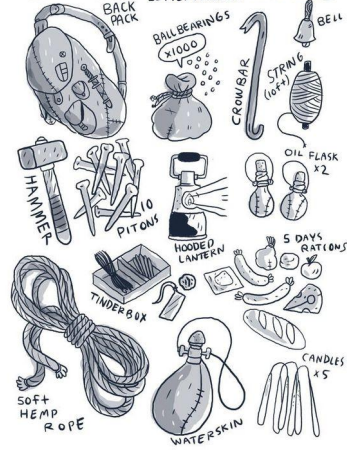
EQUIPMENT

FEATURES & TRAITS

- Class
 - Saving Throws
 - Skills
 - Hit Dice
 - Equipment
 - Attacks
 - Proficiencies
 - Features & Traits

16 BURGALAR PACK

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DUNGEONEER'S PACK

12G

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EXPLORER'S PACK

20 GOLD



DIPLOMAT'S PACK

39G

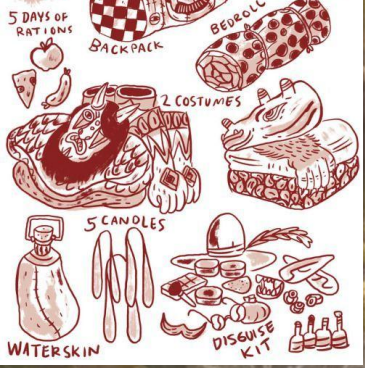
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ENTERTAINER'S PACK

40G

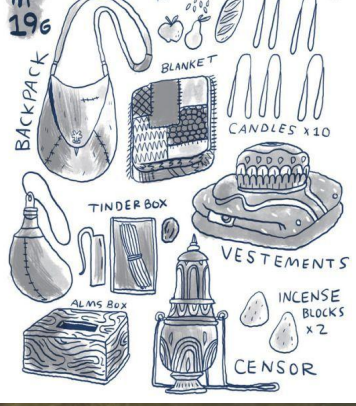
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PRESTIS PACK

19G

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SCHOLARS PACK

40G

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ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	—	—	6 lb.

Simple Melee Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)

Simple Ranged Weapons				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)

Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse

Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

A dramatic landscape featuring jagged, rocky mountains under a hazy, golden sky. The foreground is a lush green valley with a small stream flowing through it. The overall atmosphere is one of a vast, ancient world.

Race

Who are you? What do you look like?



ELF GNOME HALF ORC DWARF

THE NINE RACES

<p>DWARF</p> <p>DIGS STUFF UP</p>	<p>GNOME</p> <p>TINKERS WITH STUFF</p>	<p>TIEFLING</p> <p>BURNS STUFF</p>
<p>HALF-ELF</p> <p>DOUBLE THE STUFF</p>	<p>HUMAN</p> <p>CONQUERS STUFF</p>	<p>ELF</p> <p>OUTLIVES STUFF</p>
<p>HALFLING</p> <p>STUFFS THEIR BELLY</p>	<p>HALF-ORC</p> <p>TOUGH STUFF</p>	<p>DRAGONBORN</p> <p>PROUD OF THEIR STUFF</p>



HUMAN HALFLING HALF ELF DRAGONBORN

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

SAVING THROWS

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

AGE

BONUS

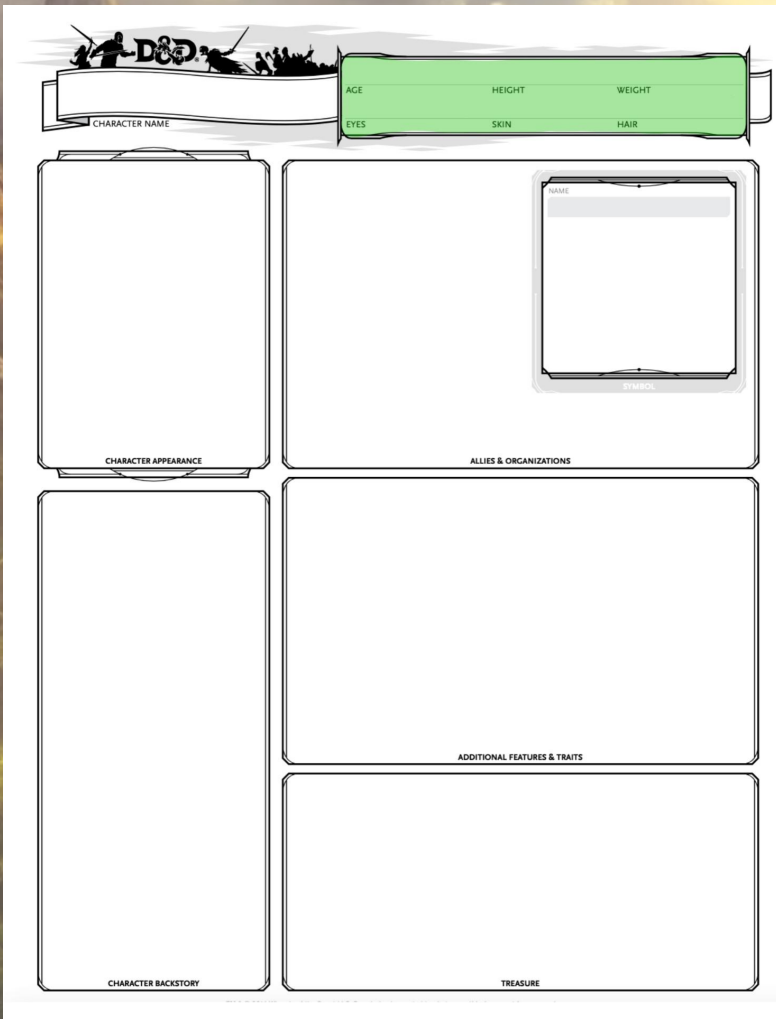
DAMAGE/TYPE

ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS

- Race
 - Ability Scores Bonuses
 - Speed
 - Proficiencies
 - Features & Traits



A character sheet template for Dungeons & Dragons. At the top left is the D&D logo with silhouettes of characters. Below it is a banner for the character's name. To the right is a green bar with fields for AGE, HEIGHT, WEIGHT, EYES, SKIN, and HAIR. The sheet is divided into several sections: CHARACTER APPEARANCE, ALLIES & ORGANIZATIONS (with a smaller box for NAME), CHARACTER BACKSTORY, and TREASURE. There is also a section for ADDITIONAL FEATURES & TRAITS.

CHARACTER NAME

AGE HEIGHT WEIGHT
EYES SKIN HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

- Appearance
 - Age
 - Height
 - Weight
 - Eyes
 - Skin
 - Hair

A dramatic landscape featuring jagged, rocky mountains under a hazy, golden sky. The foreground is a lush green valley with a small stream flowing through it. The overall atmosphere is serene and majestic.

Background

Why are you like you are? What life did you come from?

WHAT DOES YOUR BACKGROUND SAY ABOUT YOU?

ACOLYTE



KNOWS THEIR
OWN

CHARLATAN



KNOWS
THE GAME

CRIMINAL



KNOWS THE
RIGHT PEOPLE

ENTERTAINER



KNOWS
HOW TO WOW

FOLK HERO



KNOWS
THE PEOPLE

GUILD ARTISAN



KNOWS
A TRADE

HERMIT



KNOWS
A SECRET

OUTLANDER



KNOWS
THE WILD

NOBLE



KNOWS
ABOUT MONEY

SAGE



KNOWS
ABOUT LIFE

SAILOR



KNOWS
ABOUT BOATS

SOLDIER



KNOWS
HOW TO FIGHT

URCHIN



KNOWS
THE TROUBLE
THEY'VE SEEN

DUNGEONS & DRAGONS®

CHARACTER NAME: _____

CLASS & LEVEL: _____ BACKGROUND: _____ PLAYER NAME: _____

RACE: _____ ALIGNMENT: _____ EXPERIENCE POINTS: _____

STRENGTH **INSPIRATION** **ARMOR CLASS** **INITIATIVE** **SPEED**

DEXTERITY **PROFICIENCY BONUS** **HIT POINT MAXIMUM**

CONSTITUTION **SAVING THROWS** **CURRENT HIT POINTS**

INTELLIGENCE **SKILLS** **TEMPORARY HIT POINTS**

WISDOM **CHARISMA** **HIT DICE** **SUCCESSES** **FAILURES** **DEATH SAVES**

PASSIVE WISDOM (PERCEPTION) **ATTACKS & SPELLCASTING**

OTHER PROFICIENCIES & LANGUAGES **EQUIPMENT** **PERSONALITY TRAITS** **IDEALS** **BONDS** **FLAWS**

- Background
 - Personality Traits
 - Ideals
 - Bonds
 - Flaws

A detailed landscape illustration featuring a vast valley with a small stream in the foreground, surrounded by rugged, rocky mountains under a hazy, golden sky. The scene is bathed in warm, low-angle light, creating a sense of depth and atmosphere.

Let's ROLL

Ability Scores : Stats!

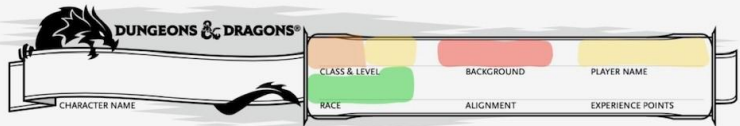


6 CATEGORIES:

- Strength - running, jumping, punching
- Dexterity - agility, grace, balance, pick-pocketing
- Constitution - health, poison
- Intelligence - recall, booksmarts
- Wisdom - street smarts, perception, tracking, body-language
- Charisma - confidence, personality, persuasion

ROLL!

- Roll a 6-sided dice (d4), 4 times
 - 5, 5, 3, 6
- Get rid of the lowest number
 - 5, 5, 6
- Add the remaining three together to get your score
 - 16
- Repeat until you have 6 scores to assign



INSPIRATION

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

ACROBATICS (Dex)

ANIMAL HANDLING (Wis)

ARCANA (Int)

ATHLETICS (Str)

DECEPTION (Cha)

HISTORY (Int)

INSIGHT (Wis)

INTIMIDATION (Cha)

INVESTIGATION (Int)

MEDICINE (Wis)

NATURE (Wis)

PERCEPTION (Wis)

PERFORMANCE (Cha)

PERSUASION (Cha)

RELIGION (Int)

SLEIGHT OF HAND (Dex)

STEALTH (Dex)

SURVIVAL (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

AGE

BONDS

DAMAGE TYPE

ATTACKS & SPELLCASTING

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

- Ability Scores
- Saving Throws
- Skills
- Armor Class
- Initiative
- Hit Points
- Passive Wisdom

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

A dramatic landscape featuring jagged, rocky mountains under a hazy, golden sky. The foreground is a lush green valley with a small stream flowing through it. The overall atmosphere is serene and majestic.

Alignment

What's your personal code? What's your personality like?

lawful good	neutral good	chaotic good
Patriot	Common Hero	Rebel
lawful neutral	true neutral	chaotic neutral
Doormat	Survivalist	Free Spirit
lawful evil	neutral evil	chaotic evil
Exploiter	Opportunist	Psychopath

lawful good	neutral good	chaotic good
Judgy McNo-Fun	Boring but Sweet	True Freedom
lawful neutral	true neutral	chaotic neutral
Annoying Rule Thumper	Boring	Fun but Can Cause Problems
lawful evil	neutral evil	chaotic evil
Ultimate Jerk	Bully	Total Psycho

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SAVING THROWS

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

Hit Dice

DEATH SAVES

SUCCESSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

● Alignment

A dramatic landscape of jagged mountains and a green valley at sunset. The scene is bathed in warm, golden light, with the sun low on the horizon, creating long shadows and highlighting the textures of the rocks and the lush greenery of the valley. The mountains are sharp and imposing, with some peaks shrouded in a light mist. The overall mood is majestic and serene.

Spells

Magical tools & weaponry

THE 8 SCHOOLS OF MAGIC

ABJURATION



PROTECT
STUFF

ILLUSION



MAKE STUFF
SEEM LIKE
OTHER STUFF

ENCHANTMENT



MAKE THINGS
DO STUFF

DIVINATION



KNOW ALL
THE STUFF

EVOCATION



DESTROY
STUFF

TRANSMUTATION



CHANGE
STUFF INTO
OTHER STUFF

NECROMANCY



DO CREEPY
STUFF

CONJURATION



MAKE STUFF
APPEAR

D&D

SPELLCASTING CLASS

SPELL POINTS POINTS EXPENDED SPELL SAVE DC SPELL ATTACK BONUS

0 CANTRIPS

1 2 POINTS

2 3 POINTS

3 5 POINTS

4 6 POINTS

5 7 POINTS

6 9 POINTS

7 10 POINTS

8 11 POINTS

9 13 POINTS

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- Spells
 - Spell Save DC
 - Spellcasting Ability
 - Spell Attack Bonus

A detailed fantasy landscape featuring jagged, rocky mountains under a hazy, golden sky. In the foreground, a small stream flows through a grassy, rocky valley. The scene is bathed in warm, golden light, suggesting a sunrise or sunset.

- Spells

- WikiDot

- <http://dnd5e.wikidot.com/spells:wizard>