


# BLANK COPY EXAMPLE



**DUNGEONS & DRAGONS®**

CHARACTER NAME \_\_\_\_\_

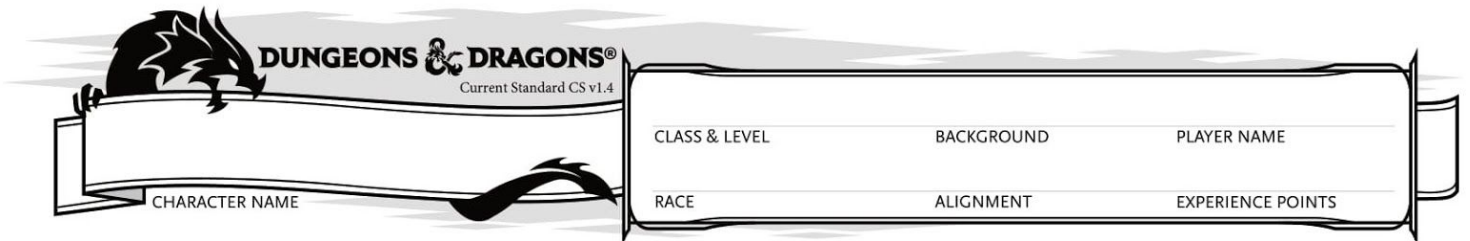
CLASS & LEVEL _____	BACKGROUND _____	PLAYER NAME _____
RACE _____	ALIGNMENT _____	EXPERIENCE POINTS _____

<p><b>STRENGTH</b></p> <p><b>DEXTERITY</b></p> <p><b>CONSTITUTION</b></p> <p><b>INTELLIGENCE</b></p> <p><b>WISDOM</b></p> <p><b>CHARISMA</b></p>	<p>INSPIRATION _____</p> <p>PROFICIENCY BONUS _____</p> <p>SAVING THROWS</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Strength</li> <li><input type="checkbox"/> Dexterity</li> <li><input type="checkbox"/> Constitution</li> <li><input type="checkbox"/> Intelligence</li> <li><input type="checkbox"/> Wisdom</li> <li><input type="checkbox"/> Charisma</li> </ul> <p>SKILLS</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Acrobatics (Dex)</li> <li><input type="checkbox"/> Animal Handling (Wis)</li> <li><input type="checkbox"/> Arcana (Int)</li> <li><input type="checkbox"/> Athletics (Str)</li> <li><input type="checkbox"/> Deception (Cha)</li> <li><input type="checkbox"/> History (Int)</li> <li><input type="checkbox"/> Insight (Wis)</li> <li><input type="checkbox"/> Intimidation (Cha)</li> <li><input type="checkbox"/> Investigation (Int)</li> <li><input type="checkbox"/> Medicine (Wis)</li> <li><input type="checkbox"/> Nature (Int)</li> <li><input type="checkbox"/> Perception (Wis)</li> <li><input type="checkbox"/> Performance (Cha)</li> <li><input type="checkbox"/> Persuasion (Cha)</li> <li><input type="checkbox"/> Religion (Int)</li> <li><input type="checkbox"/> Sleight of Hand (Dex)</li> <li><input type="checkbox"/> Stealth (Dex)</li> <li><input type="checkbox"/> Survival (Wis)</li> </ul>	<p>ARMOR CLASS _____</p> <p>INITIATIVE _____</p> <p>SPEED _____</p> <p>Hit Point Maximum _____</p> <p>CURRENT HIT POINTS _____</p> <p>TEMPORARY HIT POINTS _____</p> <p>Total _____</p> <p>HIT DICE _____</p> <p>SUCCESSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>DEATH SAVES _____</p>	<p>PERSONALITY TRAITS _____</p> <p>IDEALS _____</p> <p>BONDS _____</p> <p>FLAWS _____</p>
<p>OTHER PROFICIENCIES &amp; LANGUAGES _____</p>	<p>EQUIPMENT</p> <p>CP _____</p> <p>SP _____</p> <p>CR _____</p> <p>CR _____</p> <p>PP _____</p>	<p>FEATURES &amp; TRAITS _____</p>	



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There's a lot of boxes on this form! What does it all mean and how do I know what to write? In this game, we are providing premade character sheets, so you won't have to figure out the math yourself (which would otherwise require a Players Guide). We've done the math for you, and all that's needed is to understand what the descriptions in front of you mean, what dice they are associated with, and how to make a move in the game.



The first set of boxes is simple! They contain your character's name and your name, as well as several other key pieces of information that will affect the math of the character sheet, such as Class, Race, Background, and Alignment. Level and experience points, although also listed in this box, is entirely up to your Dungeon Master. Level DOES affect what your character is able to do and what skills they are allowed to access, but sometimes a Dungeon Master just tells you you've leveled up, rather than relying on a point based system of experience.

Class, Race, Background, and Alignment in tandem with your starting level (which is decided by your Dungeon Master) are the most important parts of this box. Class determines what kind of fighter you are, such as barbarian, monk, fighter, sorcerer, wizard, bard, etc, while Race determines your culture, ethnicity, and surprise, your character race, whether that be human, elf, orc, dwarf, tiefling, or even dragonborn. There are many different combinations to be had between choosing Class and Race.

In addition to Class and Race, you must choose a Background and an Alignment for your character. Your character's Background usually reflects their role or job in life, such as artisan, bartender, thief, soldier, and so on. Meanwhile, Alignment has everything to do with where your character sits on the good and evil spectrum, such as Lawful Good, Chaotic Neutral, or Neutral Evil. Here's two examples of Alignment Charts:

			Good	
Lawful Good	Neutral Good	Chaotic Good		
Lawful Neutral	True Neutral	Chaotic Neutral	Lawful	Neutral
Lawful Evil	Neutral Evil	Chaotic Evil		Evil



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Jingmei Taeyang

CHARACTER NAME

Light Cleric 5

CLASS & LEVEL

Folk Hero - 5

BACKGROUND

PLAYER NAME

Wood Elf

RACE

Lawful Good

ALIGNMENT

6500

EXPERIENCE POINTS

When I set my mind to something, I follow through no matter what gets in my way

PERSONALITY TRAITS

---

Destiny, Nothing and no one can steer me away from my higher calling(any)

IDEALS

---

I worked the land, I love the land, and I will protect the land

BONDS

---

Secretly, I believe that things would be better if I were a tyrant lording over the land.

FLAWS

As you can see in the above sample, the character's name is Jingmei Taeyang. She is a + \Q'i YS(Race) žVUa, YR VP(class), level Ū, with a background as a žNd Šyfi\Q (alignment) / \X fir\_.

In the box to the left, we look closer at defining traits of your character's personality. In this case, Jingmei Taeyang's personality traits, ideals, bonds, and flaws are listed here in this section of the character sheet. You can see in her Bonds that she really loves nature and the land, and will do anything to protect it. Her main personality trait is determination, and her ideals make her out to be an unstoppable force. When playing your character in the game, these four traits are what will help you get into the head of your character and react to situations as your character would. Even if the reaction would be negative, acting in a way your character would makes the experience of the game more diverse and exciting.

16 PASSIVE WISDOM (PERCEPTION)

Common, Elvish  
Light & Medium Armour  
Shields  
Simple Weapons  
Alchemist's Supplies  
Vehicles(Land)

OTHER PROFICIENCIES & LANGUAGES

Breastplate, Medium 14+Dex (Max2)AC  
Shield, +2 AC  
Amulet of ----(Holy Symbol)  
Backpack  
Bedroll  
Mess Kit  
Tinderbox  
Torches x 10  
Rations x 10  
Waterskin  
Hemp Rope 50ft  
Alchemists Supplies  
Shovel  
Iron Pot  
Common Clothes  
Belt Pouch

EQUIPMENT

The next set of boxes, which you can see to the left of this paragraph, are the boxes that contain less important character information. It is where you list what languages your character knows, whether or not they can see in the dark, and basically everything that the character has on their person. It's basically just a space to keep the character's extra details, and literal baggage.

It also lists the Passive Perception number.

This is the number in which you respond to perception checks, which is something your Dungeon Master will ask you in the game in order to find out if your character is aware of details in their surroundings.

**INSPIRATION**

**PROFICIENCY BONUS** +3

**STRENGTH**  
8(8)  
-1

**DEXTERITY**  
14+2(16)  
+3

**CONSTITUTION**  
14(14)  
+2

**INTELLIGENCE**  
10(10)  
0

**WISDOM**  
15+1(16)  
+3

**CHARISMA**  
10(10)  
0

**SAVING THROWS**

- 1 Strength
- +3 Dexterity
- +2 Constitution
- 0 Intelligence
- +6 Wisdom
- +3 Charisma

**SKILLS**

- +3 Acrobatics (Dex)
- +6 Animal Handling (Wis)
- 0 Arcana (Int)
- 1 Athletics (Str)
- 0 Deception (Cha)
- +3 History (Int)
- +6 Insight (Wis)
- 0 Intimidation (Cha)
- 0 Investigation (Int)
- +3 Medicine (Wis)
- 0 Nature (Int)
- +6 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +6 Survival (Wis)

This next set of boxes tends to be the most confusing and overwhelming to new players, so please bear with me. These boxes contain the characters six ability scores: strength (feats of athleticism), dexterity (nimbleness and flexibility), constitution (physical and mental stamina), intelligence (book smarts), wisdom (street smarts), and charisma (charm and silver tongue.)

When developing the score for your character (and remember, for this program we've already done this for you) you have a set bank of points you can pull from, let's say 70. You must distribute those 70 points into these six categories, as evenly or unevenly as you think best suits your character, and based on the score you have given them for each ability, your character receives a modifier. The modifier adds extra numbers to the rolls in a game.

For example, Jingmei has a strength of 8. This would not make her strength rolls very strong, because the modifier for 8 is -1. So every time you roll a strength check for Jingmei, and let's say you rolled 13 naturally, it would end up a 12 due to the negative modifier.

However, if we look at her dexterity score, which is 16 and has a +3 modifier, if she rolled for a dexterity check she would gain +3 to whatever number you rolled, even if it was a natural 20! Which leads me to my next point: skills, saving throws, and proficiencies, which are located in the boxes to the right of the ability score column. Your proficiency bonus will always be determined by the level of your character, however the saving throws you excel in, marked by a black circle, depends on

Ability Scores and Modifiers

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

your class. Since Jingmei is a cleric, she is proficient in Wisdom and Charisma rolls, which you can see in the circles filled in black. Therefore her proficiency bonus of +3 is added to

the skill check numbers and saving throw numbers (which is derived from your ability score) that relate to wisdom and charisma. For example, a Survival check, which can be seen at the bottom of the skills list, has a black circle because she is proficient in wisdom, and has a +6 to rolls because the +3 of her original wisdom modifier and the +3 of her proficiency bonus in wisdom now makes it +6 every time she rolls for a Survival check. However, not every skill related to your proficiency will have the proficiency bonus, because when building your character you are only allowed several skills to be proficient in.

18  
ARMOR CLASS

+3  
INITIATIVE

35  
SPEED

Hit Point Maximum 38

38  
CURRENT HIT POINTS

Divinity 1/1  
TEMPORARY HIT POINTS

Total 5

1d8  
HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

This next box to the left contains your health bar, aka hit points, which in Jingmei’s case is 38 points. Every time you take damage, you subtract from this number. Above the hitpoints is the armor class, initiative, and speed, which you use to calculate defense rolls, initiative rank (what order you come in during a battle), and the speed in which you can move and get away.

Temporary hit points are very rarely used, so we don’t need to worry about that too much, although in the case of Jingmei we see her character has one special divinity hit point. Below the temporary hit points, we have the hit dice. The hit dice are dice you can spend on a short rest to regain some health. You have a number of hit dice equal to your level. You’ll roll the dice and add the number to your hit points box.

The box to the right is the box that contains all of your weapons and additional spells. After you roll for an attack and your attack hits, you need to roll for the amount of damage that your weapon strike will do on your opponent. The attack bonus number is only added to attack rolls, meanwhile the damage/type tells you how many and which dice to roll for damage. It also lets you know what kind of damage you are doing, such as bludgeoning, piercing, radiant, and stabbing.

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+2	1d6-1blud
Shrtsword	+6	1d6+3prc
Scrd Flam	s14	2d8 radi

-Sacred Flame, 60ft, target must succeed on a dex save or take 2d8 radiant damage.  
 -Mace, 1d6 bludgeoning.  
 -Shortsword, 1d6 piercing, finesse, light.

ATTACKS & SPELLCASTING

