

HOW TO FILL OUT YOUR CHARACTER SHEET

Ready to build your character? Grab your *Player's Handbook*, a blank character sheet, a pencil, and some dice— it's character creation time!

This guide will tell you what each section of your character sheet means, and how to fill it in.

The image shows a blank Dungeons & Dragons character sheet template. The sheet is divided into several sections:

- Header:** DUNGEONS & DRAGONS logo, CHARACTER NAME, CLASS & LEVEL, RACE, BACKGROUND, ALIGNMENT, PLAYER NAME, EXPERIENCE POINTS.
- Ability Scores:** STRONGTH, DEXTERITY, CONSTITUTION, WISDOM, CHARISMA. Each score has a corresponding icon and a list of skills it affects (e.g., Strength affects Saving Throws, Athletics, and Acrobatics).
- Proficiency Bonus:** A section for tracking proficiency bonuses for various skills.
- Hit Points:** A section for tracking current and temporary hit points.
- Skills:** A section for tracking skill proficiencies and bonuses.
- Equipment & Character Notes:** A large section for tracking equipment and character notes.
- Other Proficiencies & Languages:** A section for tracking other proficiencies and languages.
- Character Background:** A section for tracking character background information.
- Treasure:** A section for tracking treasure.

CHARACTER SHEET • FIRST PAGE

NAME Names are important. They create an impression and build expectations. A powerful-sounding name, like “Battlehammer,” tells people you’re a capable warrior, while a name such as “Fenius” can sound mysterious or sly. Silly or serious, bubbly or brutal, whatever you choose, make sure it’s something that exemplifies the key traits of your character.

CLASS AND LEVEL The class you choose for your character is more than a profession—it’s a calling! Your class provides special features that appear on your character sheet.

Beginner adventurers start their journey at Level 1. You can read more about classes in Chapter 3 of the *Player’s Handbook*, “Classes.” If you’re stuck, look at the “Quick Build” section for the different classes.

RACE Adventurers come in all shapes and sizes in the fantasy world. By choosing a character’s race, you gain a unique appearance and interesting abilities. You can read more about the different races in Chapter 2 of the *Player’s Handbook*, “Races.”

BACKGROUND Characters are more than their race and class; they’re individuals with their own special stories to be told. You get to decide where your hero comes from and how their experiences have led them to this point.

You can choose a character background in Chapter 4, “Personality and Background,” of your *Player’s Handbook*.

ALIGNMENT Is your character a thief with a heart of gold, or a law-abiding citizen? A character’s alignment broadly describes your character’s moral and personal attitude. To pick an alignment, go to page 122 of your *Player’s Handbook*.



PLAYER NAME That’s you! Write your name here to make sure your sheet doesn’t get lost.

EXPERIENCE POINTS Experience points are what allow you to level up. Since your character is just starting out, your character begins their adventure with 0 experience points. But don’t worry—as they complete quests and challenges, they’ll be rewarded with more experience.

See the Character Advancement table on page 15 of your *Player’s Handbook*.



ABILITY SCORES Much of what your character does in the game depends on their six main abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. To read more, see the “Ability Score Summary” chart on page 12 and Chapter 7, “Using Ability Scores,” of your *Player’s Handbook*.

To get these numbers, grab four six-sided dice (d6), roll, and drop the lowest number. Add up the remaining three, and jot that number down on some scratch paper. Do this five more times. Then assign these six numbers to the six ability scores however you like!

Your character’s race will also come with additional bonuses for some of these numbers—make sure to add them. See that small circle under the box? That’s not just decoration—that’s your ability modifier. To determine your ability modifier, use the “Ability Scores and Modifiers” chart on page 13 of your *Player’s Handbook*.

SKILLS Skills are specific capabilities your character has and each skill corresponds with a core ability score. For example, strong characters would be better athletes on the battlefield, while charismatic characters would be better at persuading a foe from attacking in the first place.

Next to each skill, write down the ability modifier the skill corresponds to. For the full list of corresponding ability scores and skills, check out the “Using Each Ability” section in Chapter 7 of your *Player’s Handbook*.

SAVING THROWS Saving throws, or saves, are a special type of ability check your character makes when trying to resist a spell, trap, poison, disease, or similar threat. To calculate your saving throws, match your ability score modifiers to the corresponding saving throw. Your class will also give you proficiency in a few saving throws—be sure to add your proficiency bonus to those numbers!

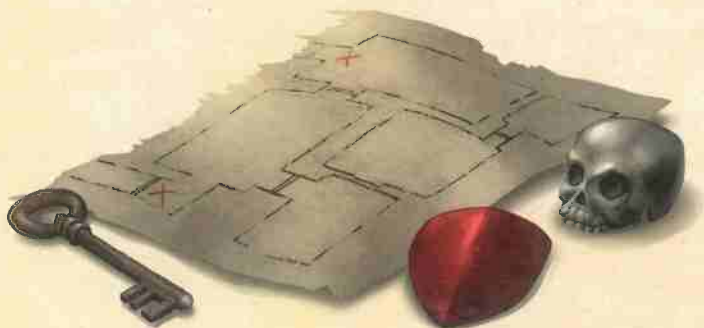
For more information on how these work, check out the “Saving Throws” section in Chapter 7 of your *Player’s Handbook*.

PROFICIENCY BONUS Certain classes and backgrounds give an added boost to certain skills. Your proficiency bonus is a number that tells you just how accomplished your character is with a certain skill.

Your proficiency bonus is determined by your character’s level. See the Character Advancement table on page 15 and the section “Proficiency Bonus” in Chapter 7 of your *Player’s Handbook*.

PASSIVE WISDOM (PERCEPTION) As your character explores, there’s a chance they will notice something hidden without knowing to look for it. Your character’s Passive Wisdom, or Passive Perception, determines how naturally observant your character is.

Your Passive Wisdom is 10 + your Perception modifier. (Remember to add your Proficiency bonus if you’re proficient in Perception, too!)



OTHER PROFICIENCIES AND LANGUAGES

When you choose a background, your character will get the additional skill proficiencies and languages a character of that background would have. Perhaps your character spent lots of time studying so hard that they picked up two extra languages, or spent a lot of time fighting to get even tougher.

You'll find these details in the character background you choose in Chapter 4, "Personality and Background," of your *Player's Handbook*.

EQUIPMENT

Think about what your character brings with them—not only the clothes they wear, the items in their pack, and the weapons they wield, but also the money in their wallets and the mementos they travel with.

Your starting equipment is determined by your character's class and background. See Chapter 3, "Classes," and Chapter 4, "Personality and Background," in your *Player's Handbook*.

HIT POINTS AND HIT DICE

Hit points and hit dice determine how tough your character is in combat and other dangerous situations. The number of hit points and hit dice you have is determined by your character's class and level. See the "Class Feature" section for your character's class in your *Player's Handbook*.

DEATH SAVES

If your character reaches 0 hit points, they fall unconscious and begin making rolls called "death saves." Three successes, and you're back in the fight! Three failures . . . well, looks like it's time to make a new character.

INSPIRATION

Leave this blank. Certain characters and your Dungeon Master can grant you inspiration—a free re-do roll.

ARMOR CLASS

Your armor class (AC) represents how well your character avoids getting hurt in battle. The higher the AC, the harder they are to hit. Without a shield or armor, your character's AC is 10 + their Dexterity modifier.

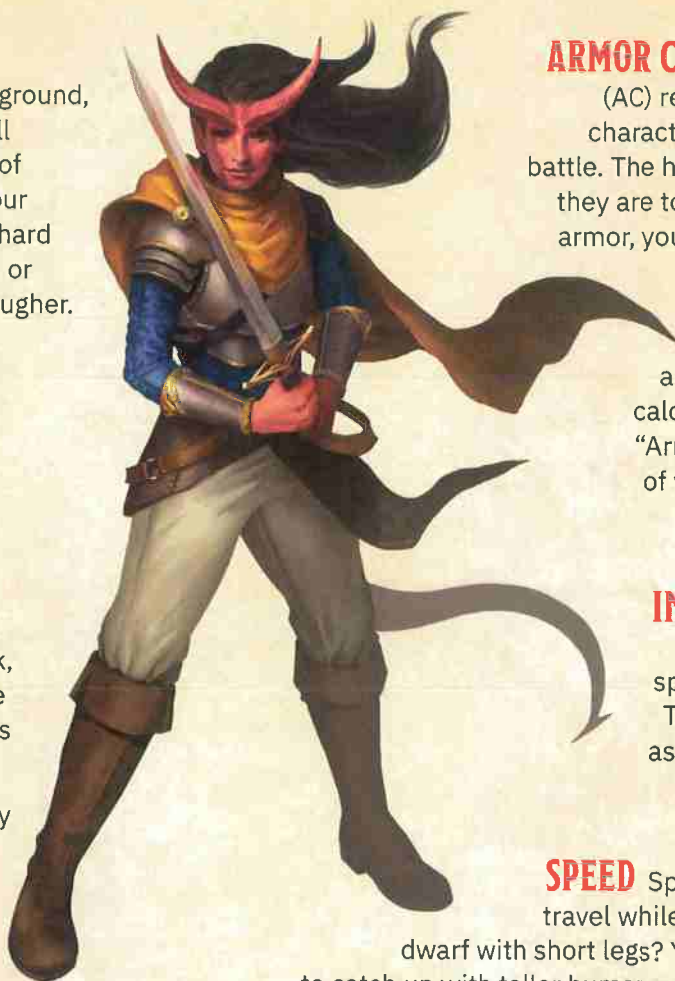
If your character wears armor, carries a shield, or both, you can calculate your AC using the "Armor" chart on page 145 of your *Player's Handbook*.

INITIATIVE

Initiative is how fast your character springs to action in battle. This number is the same as your Dexterity modifier.

SPEED

Speed is how fast you can travel while adventuring. Are you a dwarf with short legs? You'll take a little longer to catch up with taller humans and elves. Your speed is determined by your race. To determine your character's speed, see Chapter 2, "Races," of your *Player's Handbook*.





ATTACKS AND SPELLCASTING Your character is in the middle of a brawl—how do they fight back? Look no further than your attacks and spells. The kinds of attacks your character can carry out depend on the weapons you have and the spells you are trained in. Each weapon you have will detail how easily you'll be able to land a hit, and how much damage you are able to inflict. Go through the "Weapons" section in Chapter 5 of your *Player's Handbook* to find these numbers. If your character is able to cast spells, you can list your spells here, too.

For example, every character has the same starting attack: an Unarmed Strike, which can be a punch, headbutt, kick, elbow strike, or even a smack with your character's tail. The Attack Bonus for an Unarmed Strike is your Proficiency Bonus + your Strength modifier. If you successfully hit an Unarmed Strike, the damage you deal is the same number as 1 + your Strength modifier, and the type of damage is "Bludgeoning."

PERSONALITY TRAITS, IDEALS, BONDS, AND FLAWS You know what your character can do with weapons and spells—but what kind of person are they deep down? Figuring out your character's personality will help you bring them to life as you play the game. For more ideas, read Chapter 4, "Personality and Background," in your *Player's Handbook*.

FEATURES AND TRAITS Your character's class and race will give them abilities that only that kind of character would have. These will be listed in the "Class Features" section of your character's class and the "Traits" section of your character's race, in Chapters 2 and 3 of your *Player's Handbook*.



CHARACTER SHEET • SECOND PAGE

CHARACTER APPEARANCE You can decide if your character is young or old, as well as the color of their skin, hair, and eyes. Speaking of hair—how much of it do they have and how short or long do they keep it? Do they have any tattoos, scars, or other markings? Close your eyes and imagine how your character might look. You can even use this space to draw a picture!

CHARACTER BACKSTORY Based on the details of first page of your character sheet—race, class, background, alignment—think of what your character’s story has been up to this point. Where did they grow up? Who raised them? What led them to an adventuring life? Let your imagination run wild!

Give your character a big goal to accomplish or a faraway place to visit, and you’ll see how easy it can be to build a story around their adventures.

ALLIES AND ORGANIZATIONS In an adventuring world, it’s important to have friends who will always have your back. Perhaps your character joined an organization that treated them like family, or had a wise teacher who taught them everything they know. Who are these people? Write them here. If you’re stuck, your very first allies are your fellow party members!

ADDITIONAL FEATURES AND TRAITS Perhaps there are parts of your character’s personality that haven’t come up on the sheet yet. This is where you can add more detail! Think about the things that make your character unique. Do they speak with an accent or have a stutter? Do they have odd hobbies, like collecting blue buttons or reading obscure histories? Are they shy or the life of the party?

TREASURE Use this section to write down all the loot you collect during your adventures. Score!



CLASS FLOWCHART

Choosing a character class can be difficult, so here's a little chart you can use to help you decide.

