

GAME MASTER'S TOOLBOX

5TH EDITION COMPATIBLE CHARACTER SHEET

CHARACTER NAME

CLASS AND LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

PROFICIENCY BONUS

ARMOR CLASS

INITIATIVE

SPEED

PERSONALITY TRAITS

DEXTERITY

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

SAVING THROWS

HIT POINT MAXIMUM

CURRENT HIT POINTS

IDEALS

CONSTITUTION

TEMPORARY HIT POINTS

BONDS

INTELLIGENCE

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

TOTAL

SUCCESSSES

FAILURES

HIT DICE

DEATH SAVES

FLAWS

WISDOM

NAME

ATK BONUS

DAMAGE

ATTACKS AND SPELLCASTING

CHARISMA

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES AND TRAITS

OTHER PROFICIENCIES AND LANGUAGES