

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

DEXTERITY

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

CONSTITUTION

ARMOR CLASS

INITIATIVE

SPEED

PERSONALITY TRAITS

HIT POINT MAXIMUM

CURRENT HIT POINTS

IDEALS

TEMPORARY HIT POINTS

BONDS

TOTAL

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

FLAWS

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

NAME

ATK BONUS

DAMAGE

ATTACKS AND SPELLCASTING

WISDOM

CHARISMA

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP

PP

OTHER PROFICIENCIES AND LANGUAGES

EQUIPMENT

FEATURES AND TRAITS