Arcanatimes.com 5e D&D Character Sheet

Pass. Per | Prof Bon | Name | Race | Align | Class | INSPIRATION ◯

Size | Sex | Age | Height | Weight | Move | Hit Dice d d | XP

Languages | Racial / Natural Abilities

STR ABILITY MOD — PROFICIENT SAVE ◯
- Athletics

DEX ABILITY MOD — PROFICIENT SAVE ◯
- Acrobatics
- S. of Hand
- Stealth

CON ABILITY MOD — PROFICIENT SAVE ◯

INT ABILITY MOD — PROFICIENT SAVE ◯
- Arcana
- History
- Investig.
- Nature
- Religion

WIS ABILITY MOD — PROFICIENT SAVE ◯
- Animal H.
- Insight
- Medicine
- Perception
- Survival

CHA ABILITY MOD — PROFICIENT SAVE ◯
- Deception
- Intimid.
- Perform.
- Persuasion

HP max_____

AC

Death Saves P ③②① F ③②①

Armor | Shield Y / N

⑳ ⑲ ⑱ ⑰ ⑯ ⑮ ⑭ ⑬ ⑫ ⑪ ⑩ ⑨ ⑧⑦⑥ ⑤ ④③② ①

Recharge on _____ Rest ⑧⑦⑥⑤④③②①

Recharge on _____ Rest ⑧⑦⑥⑤④③②①

WEAPON	TO HIT	PROPERTIES	DAMAGE
WEAPON	TO HIT	PROPERTIES	DAMAGE
WEAPON	TO HIT	PROPERTIES	DAMAGE
WEAPON	TO HIT	PROPERTIES	DAMAGE

③ ② ① | ③ ② ①

Sneak A. damage

Feats/Features/Maneuvers

Equipment

qty	item	weight

Money

pouch-sack-bag of holding

PP

GP

EP

SP

CP

300 - 1,500 - 25,000

1PP = 10GP 1GP = 10SP
1GP = 2EP 1SP = 10CP
1 trade bar = 50 coins

max carry _____

max lift/drag _____

Total Weight

Healing Potions ① ② ③ ④ ⑤

G. Healing Potions ① ② ③ ④ ⑤

Arcanatimes.com D&D 5e Spell Sheet

Cantrips

SPELL	ACTION/BONUS	DESCRIPTION

SPELL SAVE	SPELL ATK	SOR PTS	ABILITY

SPELL SLOTS	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH
	① ②	①	①	①	①	①	①	①
	③ ④	② ③	② ③	② ③	②	②	②	9TH ①

Spells

LEV	SPELL	ACTION/BONUS	DESCRIPTION

Full Name	Title	Ethnicity	Eyes	Hair	Skin

Family Crest

Grandfather | Grandmother | Grandfather | Grandmother

Father | Mother

Sibling | Sibling | | Sibling | Sibling

BACKGROUND

Home Town

TRAIT

TRAIT

IDEAL

BOND

FLAW

Religion

Symbol

Backstory Bullet Points

-
-
-
-
-

Curriculum Vitae

Date or Age	Event/Occupation

Allies and Organizations

Notes

Arcanatimes.com D&D 5e Background Sheet