

# Character Sheet Solution

Below is a guide to fill out your character sheet if you have no idea what to do once you have made your character.

*What does each of these boxes mean and how do I get to the finished product?*

[Blank Character Sheet](#)

[Other Guide \(Easier\)](#)

***Choose your Species/Race.***

The image shows a blank Dungeons & Dragons character sheet template. The top section is a header with a scroll for 'CHARACTER NAME' and a box for 'CLASS & LEVEL'. Below this is a row of boxes for 'RACE', 'BACKGROUND', 'ALIGNMENT', 'PLAYER NAME', and 'EXPERIENCE POINTS'. An orange arrow points to the 'RACE' box. The main body of the sheet is divided into several sections: 'STRENGTH', 'DEXTERITY', and 'CONSTITUTION' on the left; 'INSPIRATION', 'PROFICIENCY BONUS', and 'SAVING THROWS' in the middle-left; 'ARMOR CLASS', 'INITIATIVE', and 'SPEED' in the middle-right; and 'PERSONALITY TRAITS', 'IDEALS', and 'BONDS' on the right. The bottom section includes 'Hit Point Maximum', 'CURRENT HIT POINTS', 'TEMPORARY HIT POINTS', 'Total', and 'SUCCESSSES'.

- ★ Your choice of species can determine how you look, what abilities you'll have, what languages you'll speak, and more.
- ★ Certain species have unique traits and specific identifiers, tools they're proficient in, and minor magic they can do.
- ★ None of that, however, is big enough to warrant one species being better than another. So you can go through the list of available species and pick whichever fits your fancy.

## Choose Your Class

- ★ Another hard decision to make but an easy portion to fill out.
- ★ Probably the biggest decision, as your class will determine how you play through the session.
- ★ Choose your class wisely, as you'll have much more to fill out based on this decision.
- ★ Your class choice will provide several benefits and features for your character.

You'll be determining some of the following:

- ★ Hit Points (HP) **Heath**
- ★ Armor Proficiencies (**what type of armor can you wear that won't slow you down**)
- ★ Weapon Proficiencies (**what type of weapon can you use that won't slow you down**)
- ★ Tools
- ★ Skills
- ★ Saving Throws
- ★ Starting Equipment
- ★ Spell Casting

Once chosen, write your class on the line at the top that says class & level. Along with writing your class in that section, you'll also want to write your level next to it for your record.

## Calculate And Fill In Your Ability Scores

- ★ It's time to work with numbers. Don't worry, though; you won't have too much to calculate if you don't like math.
- ★ Your ability scores determine how good your character is at certain skills, as well as your armor class and, in essence, how you'll play your character.

- ★ You'll see six slots on the left of the character sheet, Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

The table below from the Player's Handbook details how these six abilities work:

Ability	What It Measures	Classes That Utilize This Skill
Strength	Bodily power, athleticism	Barbarian, fighter, paladin.
Dexterity	Reflexes, balance, physical agility	Monk, ranger, rogue.
Constitution	Health, stamina, vital force	All classes.
Intelligence	Mental acuity, analytical skill, information recall	Wizard.
Wisdom	Awareness, insight, intuition	Cleric, druid.
Charisma	confidence, eloquence, leadership	Bard, sorcerer, warlock.

#### (Most Common/ Preferred) Random Selection Method

1. **Roll 4d6:** Roll four six-sided dice.
2. **Drop the Lowest:** Discard the lowest number rolled.
3. **Sum the Remaining:** Add the values of the three remaining dice.
4. **Repeat:** Repeat steps 1-3 until you have a total of six numbers.

#### Example:

- **Roll:** 2, 3, 5, 6
- **Drop:** 2 (lowest)
- **Sum:**  $3 + 5 + 6 = 14$

*I rolled five more times to come up with this result*

**Result:** 14, 14, 15, 12, 11, 17

Your six numbers will be used for the next step in the process.

You will get to decide where each of these go on your sheet

Tip: A good rule of thumb is deciding what skills your character will use to help you place your other numbers. Constitution is a good idea as it helps determine your health points, and Dexterity generally helps with your armor class.

While filling in your ability scores, remember to add any bonuses you get from your species.

Each species has ability score improvements, for example, elves get +2 to their Dexterity score. So whatever number you determine for your Dexterity, if your species is an elf, you'd add two to that number.

## Add Your Modifiers

★ The difference between scores and modifiers is this:

- Modifiers are that +# in the box
- Scores are that # in the oval/circle box below modifier
  - Below is the guide to help you find the modifier from handbook

### ABILITY SCORES AND MODIFIERS

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

If you'd like to calculate the ability modifier on your own or don't have access to the Player's Handbook, you'll subtract 10 from the ability score and divide the result by 2. You'll round down for each number and get the number for your ability score modifier.

## Choose Your Background ([Click Here for BG Choices](#))

The image shows a character sheet template. At the top, there are fields for 'CLASS & LEVEL', 'BACKGROUND', 'PLAYER NAME', 'RACE', 'ALIGNMENT', and 'EXPERIENCE POINTS'. An orange arrow points to the 'BACKGROUND' field. Below these fields, there are sections for 'INSPIRATION', 'PROFICIENCY BONUS', 'SAVING THROWS' (with checkboxes for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma), 'ARMOR CLASS', 'INITIATIVE', 'SPEED', 'Hit Point Maximum', 'CURRENT HIT POINTS', 'TEMPORARY HIT POINTS', 'PERSONALITY TRAITS', 'IDEALS', and 'BONDS'. Orange arrows point to the 'SPEED', 'CURRENT HIT POINTS', and 'TEMPORARY HIT POINTS' sections.

- ★ Your background will allow you to fill out multiple portions of your character sheet.
- ★ Your background will help you for roleplay purposes and also help you find your place in the world of the adventure you're playing.

You'll fill out the top line with your background of choice by writing in the title of the background you choose. You'll next see sections on the right for personality traits, ideals, bonds, and flaws. (Click here for [Personality traits, ideals, bonds, and flaws](#))

## *Record Your Character's Features, Proficiencies, And Other Details*

- ★ Now that you've chosen your species, class, and background, it's time to fill in those tiny details to make your character stand out. Navigate to the lower portion of your character sheet, where you'll see two sections, other proficiencies and languages and features and traits.

### Languages ([choices](#))

Your species will provide you with the languages you speak, or if you're using Monsters of the Multiverse, you'll know common and one other language of your choice. Jot down your languages or choices in the lower left box.

Tip: Try to coordinate with party members to have several languages covered and see if your character can read a language they may not necessarily speak.

### Proficiencies And Tools

Any proficiencies with tools you gain from your background or species should also be added to the corresponding box titled "other proficiencies and languages" as well. So those proficiencies you get from your class should also be included.

**Skill proficiencies** are those skills your character is exceptionally good at. They correspond to the skills you choose on the left side of your character sheet under "skills."

**Tool proficiencies** are your character's ability to use a plethora of tools, from piloting a ship to disarming traps to playing certain instruments.

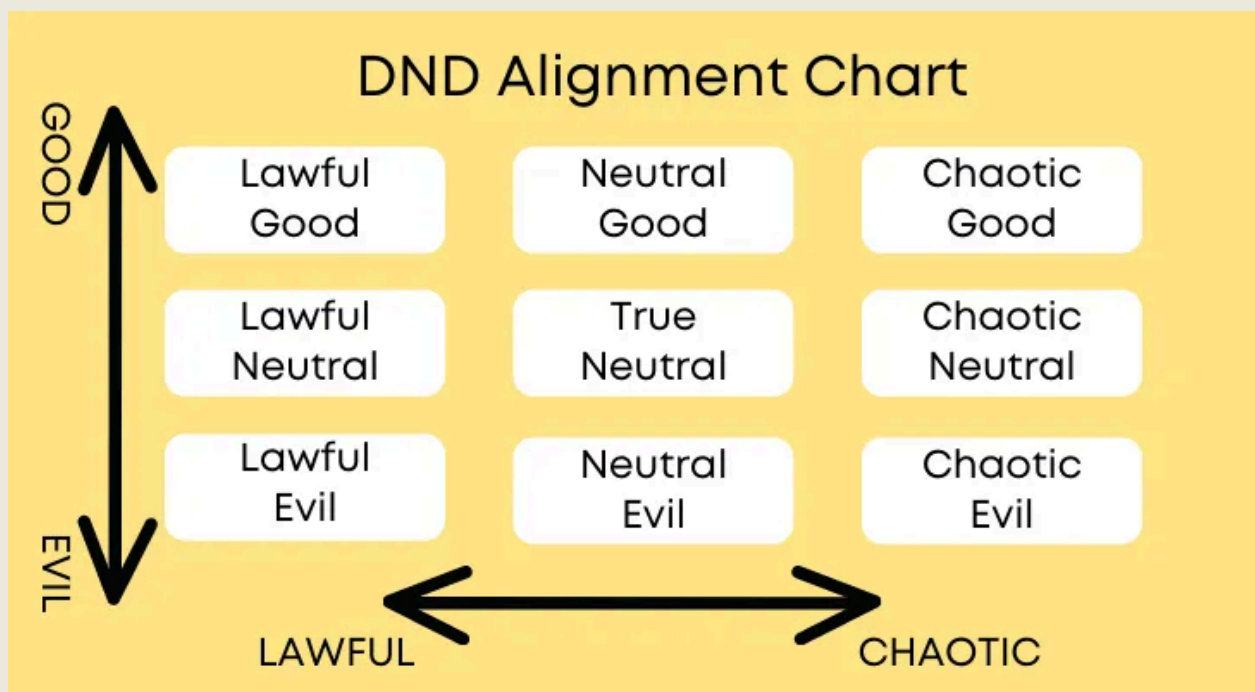


## Alignment And Speed

Character sheet template showing fields for Class & Level, Background, Player Name, Race, Alignment, Experience Points, Inspiration, Proficiency Bonus, Saving Throws (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma), Armor Class, Initiative, Speed, Hit Point Maximum, Current Hit Points, Personality Traits, and Ideals. An orange arrow points to the Alignment field, and another points to the Speed field.

- ★ With your character's background, ability scores, species, class, and character traits created, you can now choose your character's alignment. Based on how you want to play them, supplemented by their background and build, you can choose to be anything from lawful good to chaotic evil.

## Alignment



Descriptions:

- ★ **Lawful good** (LG) creatures can be counted on to do the right thing as expected by society. Gold dragons, paladins, and most dwarves are lawful good.
- ★ **Neutral good** (NG) folk do the best they can to help others according to their needs. Many celestials, some cloud giants, and most gnomes are neutral good.
- ★ **Chaotic good** (CG) creatures act as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.
- ★ **Lawful neutral** (LN) individuals act in accordance with law, tradition, or personal codes. Many monks and some wizards are lawful neutral.
- ★ **Neutral** (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardfolk, most druids, and many humans are neutral.
- ★ **Chaotic neutral** (CN) creatures follow their whims, holding their personal freedom above all else. Many barbarians and rogues, and some bards, are chaotic neutral.
- ★ **Lawful evil** (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil.
- ★ **Neutral evil** (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and goblins are neutral evil.
- ★ **Chaotic evil** (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.

### Speed

Your speed is determined by your character species/race. Fill in the corresponding number based on what the class says in the box near the top labeled speed.

### Initiative

Calculate your initiative by using your dexterity modifier. If you have any bonuses to your initiative due to feats, classes, backgrounds, or anything else, add those numbers together and place the result in the initiative box.



## *Add Your Skills*

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

- 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)

ATTACKS & SPELLCASTING

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

BONDS

PLAYS

- ★ You'll notice a long box to the right of your ability scores for skills. Your skills correspond to your ability scores. While most of them are determined by your class, you may be able to select more due to your species and background.
- ★ To fill these in, you'll take a look at your class page; there, each class has a number of skills they can select corresponding to their class choice.
- ★ Whichever you choose from your class, you'll bubble in next to the corresponding skill in that section on the character sheet.
- ★ Your background may give you additional skills; be sure to bubble those in, too.

## Add Your Proficiency Bonus

- ★ Your proficiency bonus is based solely on your level, despite any other options you've chosen for your character. The number is static and tied to a set amount of levels.
  - **Note:** These represent things your character is aptly proficient in based on their class. Think of it as things your character has done to develop in their class so much that they're exceptionally good at it.

The chart below represents the bonus given to skills your character is proficient in. Fill in the proficiency bonus in the slot of the same name on the character sheet based on your current level.

Level	Proficiency Bonus
Levels 1-4	+2 Proficiency Bonus
Levels 5-8	+3 Proficiency Bonus
Levels 9-12	+4 Proficiency Bonus
Levels 13-16	+5 Proficiency Bonus
Levels 17-20	+6 Proficiency Bonus

- ★ Now that you've bubbled in your proficient skills of choice, add your ability modifiers to the lines next to each skill. If you're proficient in the skill, add your proficiency bonus with the ability modifier and record the total on the line.

## *Calculate Your Saving Throws And HP*

The image shows a character sheet template. It includes sections for Strength, Dexterity, Constitution, and Intelligence. There are also sections for Inspiration, Proficiency Bonus, and Saving Throws. The Saving Throws section includes a list of abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, each with a corresponding bubble. Below this is a list of skills: Animal Handling (Wis), Arcana (Int), Athletics (Str), Deception (Cha), History (Int), and Insight (Wis), each with a corresponding bubble. On the right, there are boxes for Armor Class, Initiative, and Speed. Below these are boxes for Hit Point Maximum, Current Hit Points, and Temporary Hit Points. At the bottom right, there are boxes for Personality Traits, Ideals, Bonds, and Flaws. The sheet also includes a section for Hit Dice, with a Total box and a Hit Dice box. There are also boxes for Successes, Failures, and Death Saves. The sheet is designed to be filled out by the player, with various sections highlighted by orange circles and lines.

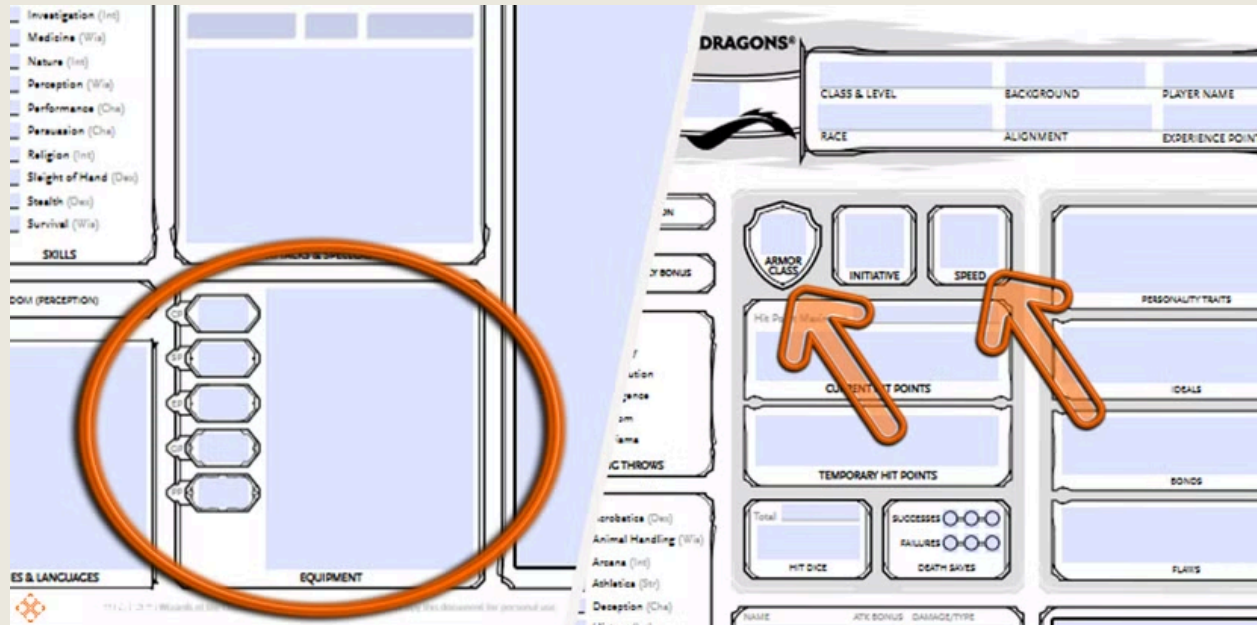
- ★ Your hit points come from your class. At the beginning of each class section, you'll see a section labeled hit points. Each class has a hit dice, a number associated with the class.
- ★ Your hit points will be the hit dice number plus your constitution modifier at level one.
  - Note: If, for example, your hit dice is a d8, your hp at level one will be eight plus your constitution modifier.
- ★ Place the result on the line that says hit point maximum and current hit points. You'll change the number of hit points as you take damage in battle.
  - Its best to write this in pencil

### Saving Throws

Your saving throws are also determined by your class. First, you'll write down your ability modifiers next to each saving throw.

Then, the two saving throws you're proficient in from your class; you'll bubble them in, add your proficiency bonus to your ability score modifier, and write the total down for those two saving throws.

## Add Your Weapons, Equipment, And Armor Class



Starting with equipment, copy down the items your class gives you in the section labeled equipment; aside from the weapons you're given, these will go somewhere else.

Your Armor Class is the number your enemies will have to roll and reach to be able to hit you. To calculate your Armor Class, you'll need to look up the armor chart in the armor section of the Player's Handbook.

**The armor chart shows the different values for different armor types.**

<i>Armor</i>	<i>Armor Class (AC)</i>	<i>Requirement/Ability</i>
<b>Light Armor</b>		
<b>Padded</b>	<b>11 + Dex Mod</b>	<b>Disadvantage on Stealth checks</b>
<b>Leather</b>	<b>11 + Dex Mod</b>	—
<b>Studded</b>	<b>12 + Dex Mod</b>	—
<b>Medium Armor</b>		
<b>Hide</b>	<b>12 + Dex Mod</b>	—
<b>Chain Shirt</b>	<b>13 + Dex Mod</b>	<b>(cannot add more than +2 from your Dex mod)</b>

<i>Scale Mail</i>	<i>12 + Dex Mod</i>	<i>(cannot add more than +2 from your Dex mod)</i> <hr/> <i>Disadvantage on Stealth checks</i>
<i>Breastplate</i>	<i>12 + Dex Mod</i>	<i>(cannot add more than +2 from your Dex mod)</i>
<i>Half Plate</i>	<i>12 + Dex Mod</i>	<i>(cannot add more than +2 from your Dex mod)</i> <hr/> <i>Disadvantage on Stealth checks</i>
<i>Heavy Armor</i>		
<i>Ring Mail</i>	<i>14</i>	<i>Disadvantage on Stealth checks</i>
<i>Chain Mail</i>	<i>16</i>	<i>Requires a Strength score of 13 to wear</i> <hr/> <i>Disadvantage on Stealth checks</i>
<i>Splint</i>	<i>17</i>	<i>Requires a Strength score of 15 to wear</i> <hr/> <i>Disadvantage on Stealth checks</i>
<i>Plate</i>	<i>18</i>	<i>Requires a Strength score of 15 to wear</i> <hr/> <i>Disadvantage on Stealth checks</i>
<i>Shield</i>	<i>+2</i>	<i>Adds +2 to your AC when holding a shield</i>

## Weapons

Next, whatever weapons you receive from your class, you'll add the names into the middle section labeled attacks and spellcasting. Below, we will go over how to calculate the damage for these weapons.

## Calculate Your Weapon And Spell Attack Modifiers

Once you've chosen a weapon from those provided for you in your class section and written the name on the line in the middle, it's time to fill in the attack bonus and damage/type.

Weapons use either your Strength or Dexterity modifier. Whichever it uses, you'll take that relevant modifier and add it to your proficiency bonus. This number is the number you place in the section that says ATK bonus.

The section that says damage/type will use slightly different numbers. Where you see the damage, write out the damage the weapon does (the dice damage associated with the weapon), plus only your ability modifier here. Ex. Rapier 1d8 piercing + DEX Modifier + Proficiency Bonus

Spell Casting (if applicable)

- ★ For **your spellcasting ability**, you'll write in the ability your class uses to cast spells, so either Wisdom, Intelligence, or Charisma.
- ★ **Spellcasting Ability Modifier** can be found by choosing from your wisdom, intelligence, or charisma score subtract 10, and divide by 2
- ★ **Your spell attack bonus** will be your spellcasting modifier plus your proficiency bonus.
  - ★ Formula:  $\text{SpellAttackBonus} = \text{SpellcastingAbilityModifier} + \text{ProficiencyBonus}$

Note: You won't add your proficiency bonus to spell damage unless the spell says otherwise.



## Adding Your Spell Save DC

The image shows a portion of a Dungeons & Dragons character sheet. At the top, there's a header with the D&D logo and a banner for 'SPELLCASTING CLASS'. Below this, there are three fields: 'SPELLCASTING ABILITY', 'SPELL SAVE DC', and 'SPELL ATTACK BONUS'. An orange arrow points to the 'SPELL SAVE DC' field. Below these fields, there are three columns of spell slots, labeled 0, 3, and 6. Each column has a header 'CANTRIPS' and several rows for spells. At the bottom left, there are labels for 'SPELL LEVEL', 'SLOTS TOTAL', and 'SLOTS EXPENDED'.

- ★ Your enemies may be required to try and shake off the effects of a spell you're casting. To do so, they'll need to beat your Spell Save DC.
- ★ To calculate your Spell Save DC, add 8, plus your spellcasting ability modifier, plus your proficiency bonus. Take that total, and write the number in the circle that says Spell Save DC.

## Selecting Your Spells (If Applicable)

This image shows the same character sheet as the previous one, but with the spell slots filled in. The 0, 3, and 6 slots are now populated with spells. The 1, 4, and 7 slots are also visible, with the 1 slot having a 'SPELL NAME' label. The 'SPELL LEVEL', 'SLOTS TOTAL', and 'SLOTS EXPENDED' labels are still present at the bottom left.



Each class section also explains how many spells you can use and of what level for each class. Check your class spellcasting chart to determine how many spells you know and how many spell slots you have to use daily.

On the lines provided, write the name of the spell. If that spell is prepared, you'll bubble in the circle next to it.

In the area labeled slots total, write the total number of spell slots available at your current level. In the spell slots extended section, you'll make off each time you use a spell slot so you know how many you've expended and how many you have left.

Note: Some spellcasting classes can change their spells every long rest, while others keep the same spells until they level up and can switch them out.

### Spell Slots, Explained

THE RANGER								
Level	Proficiency	Features	Spells Known	—Spell Slots per Spell Level—				
	Bonus			1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Ranger Archetype, Primeval Awareness	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Favored Enemy and Natural Explorer improvements	4	4	2	—	—	—
7th	+3	Ranger Archetype feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Natural Explorer improvement, Hide in Plain Sight	6	4	3	2	—	—
11th	+4	Ranger Archetype feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Favored Enemy improvement, Vanish	8	4	3	3	1	—
15th	+5	Ranger Archetype feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

- ★ Spellcasting can get complicated. Most spellcasting classes do things differently. Certain classes will have more spells slots available to them than others and can utilize them differently.
- ★ If you're a spellcasting class that can change your spells out every long rest, you get to prepare a new set of spells each time you complete one.
- ★ To calculate the number of spells you can prepare daily; you'll do the following. Choose a number of spells for your class equal to your spellcasting modifier plus your spellcaster level. That total is the number of spells you can prepare every day.

- Note: The amount of spells you can prepare does NOT always equal the number of spells or spell slots you can use daily. Sometimes you can prepare more spells than you can cast, meaning you'll have more spell options prepared until your next long rest.
- ★ However, even if you can prepare more spell slots, you can only use the spell slots available to you. These are recorded in the spellcasting chart for each class. Spell slots are tied to the character's spellcasting level.
- ★ You must expend a spell slot equal to the level of the spell you're using. A third-level spell will use a third-level spell slot, for example. You can sometimes cast a lower-level spell using a higher-level slot, adding more effects to the spell's outcome.

## *Optional Backstory Section*

The image shows a character sheet template. At the top, there are two rows of fields: AGE, HEIGHT, and WEIGHT in the first row; EYES, SKIN, and HAIR in the second row. Below these is a large box labeled CHARACTER NAME. The main body of the sheet is divided into two columns. The left column is labeled CHARACTER APPEARANCE. The right column is labeled ALLIES & ORGANIZATIONS. Within the ALLIES & ORGANIZATIONS column, there is a smaller box for a character portrait, which has fields for NAME and SYMBOL.

- ★ Finally, the last page is where you can use your imagination and let things run wild. Here, you'll see descriptions of what your character looks like at the top, asking for their skin color, eye color, and more.
- ★ You'll also see sections to include an image, write a backstory, and add more miscellaneous information you can choose to fill out if you'd like.
- ★ The section is very small on the page so it is recommended to have a digital copy that is more detailed