



# 5<sup>th</sup> EDITION QUICK CHARACTER GENERATION SHEET

With Player's Handbook References 1

Player Name

PHB pp.11,18-43,121-122

Race (pp.) :

Age:

Alignment:

Height:

Weight:

Speed:

PHB p.123

Languages :

PHB pp.13-14,125-141

Background (pp./#) :

Personality Traits (p./#) :

Ideals (p./#) :

Bonds (p./#) :

Flaws (p./#) :

PHB pp.11-12,15,46-119,163-170

Class (pp.) :

Experience:

Level:

Hit Dice:

Total:

Death Saves:

Successes \_ \_ \_

Failures \_ \_ \_

Sub-Class (pp.) :

Additional  
Features/Traits/  
Proficiencies:

Character Name

PHB p.125

Inspiration:

PHB pp.12-13,175-179

Ability Score Modifier

STR:

\_\_ Saving Throw \_\_

\_\_ Athletics \_\_

DEX:

\_\_ Saving Throw \_\_ Init.

\_\_ Acrobatics \_\_

\_\_ Stealth \_\_

PHB pp.14,144

Armor Class:

CON:

\_\_ Saving Throw \_\_

INT:

\_\_ Saving Throw \_\_

\_\_ Arcana \_\_

\_\_ History \_\_

\_\_ Investigation \_\_

\_\_ Nature \_\_

\_\_ Religion \_\_



# 5<sup>th</sup> EDITION QUICK CHARACTER GENERATION SHEET

With Player's Handbook References 2

## Ability Score Modifier

### WIS:

\_\_\_ Saving Throw \_\_\_  
\_\_\_ Animal Handling \_\_\_  
\_\_\_ Insight \_\_\_  
\_\_\_ Medicine \_\_\_  
\_\_\_ Perception \_\_\_  
\_\_\_ Survival \_\_\_

\_\_\_ Passive WIS  
\_\_\_ (Perception)

### CHA:

\_\_\_ Saving Throw \_\_\_  
\_\_\_ Deception \_\_\_  
\_\_\_ Intimidation \_\_\_  
\_\_\_ Performance \_\_\_  
\_\_\_ Persuasion \_\_\_

## Spellcasting Ability:

Spell Save DC:

Spell Attack  
Modifier:

## Appearance:

Eyes:

Skin:

Hair:

Portrait:

## Backstory:

## Allies & Organizations:



# 5<sup>th</sup> EDITION QUICK CHARACTER GENERATION SHEET

With Player's Handbook References 3

PHB pp.14-15,143-161,173,201-205,207-289

Equipment & Treasure(lb.)/  
Spells(Lv)with Components

Cost

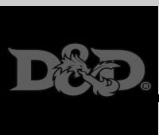
Strength

Stealth

Attack Bonus

Damage/Type

Ref. pp.



# 5<sup>th</sup> EDITION QUICK CHARACTER GENERATION SHEET

With Player's Handbook References 4

Equipmet & Treasure(lb.) /  
Spells(Lv)with Components

Cost

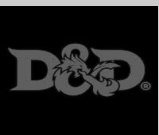
Strength

Stealth

Attack Bonus

Damage/Type

Ref. pp.



5<sup>th</sup> EDITION QUICK CHARACTER GENERATION SHEET

With Player's Handbook References 5

Equipmet & Treasure(lb.) /  
Spells(Lv)with Components

Cost

Strength

Stealth

Attack Bonus

Damage/Type

Ref. pp.



# 5<sup>th</sup> EDITION QUICK CHARACTER GENERATION SHEET

With Player's Handbook References 6

	<u>Spell Level</u>	<u>Slots Total</u>	<u>Slots Used</u>	<u>Check Y/N</u>	<u>Conditions</u>
<u>Max.Hit Points:</u>	1				
	2				
<u>Hit Points:</u>	3				
	4				
	5				
	6				
	7				
<u>Temporary Hit Points:</u>	8				
	9				
<u>Other Points</u> <u>(Rages ,Ki ,etc) :</u>					