Simple Character Sheet

loreify.ai

One page, core stats only. Built for new players and one-shots. Works with D&D 5e (2014 or 2024 rules).

CHARACTER NAME | CLASS | LEVEL | SPECIES / RACE | BACKGROUND | PLAYER

STR STRENGTH	DEX DEXTERITY	CON CONSTITUTION	INT INTELLIGENCE	WIS WISDOM	CHA CHARISMA
Score / Modifier	Score / Modifier	Score / Modifier	Score / Modifier	Score / Modifier	Score / Modifier
☐ Save	☐ Save	☐ Save	☐ Save	☐ Save	☐ Save

ARMOR CLASS	HIT POINT MAX	CURRENT HP	SPEED	INITIATIVE	PROFICIENCY	PASSIVE PERCEPTION
				DEX modifier	+2 at levels 1-4	10 + Perception

SKILLS (tick the ones you are trained in)

☐	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

HIT DICE

DEATH SAVES

Successes ○ ○ ○

Failures ○ ○ ○

PROFICIENCIES & LANGUAGES

ATTACKS & CANTRIPS

NAME	TO HIT	DAMAGE & TYPE

FEATURES & SPECIAL ABILITIES

EQUIPMENT

GOLD

WHO IS MY CHARACTER?

Quick reference. Modifier = (score - 10) ÷ 2, rounded down. **Checks and attacks:** roll a d20, add the modifier, and add your proficiency bonus if you are trained. **At 0 HP** you fall unconscious and make death saving throws: three successes and you stabilize, three failures and your character dies.