



FFXI5E Character Sheet



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I. Identity & Job Status

Field	Value
Character Name	
Race	
Age	
Nation	
Main Job / Level	
Sub Job / Level	
Experience Points (XP)	0 xp / TNL

II. Core Attributes & Modifiers

Attributes are scored from 1-30. The **Modifier** is calculated as: $\text{Total} - 10 / 2$, rounded down.

Attribute	Base Score	Racial Trait Bonus	Other Modifier	Total Score	Modifier (+/-)	Key Use
STR (Strength)	[]	[]	[]	[]	[]	Melee Damage, Two-Handed WS
DEX (Dexterity)	[]	[]	[]	[]	[]	Melee Accuracy, Critical Hit Rate, Ranged

						Accuracy
CON (Vitality)	[]	[]	[]	[]	[]	Physical Defense, HP, Physical Damage Reduction
INT (Intelligence)	[]	[]	[]	[]	[]	Black Magic Damage, Magic Accuracy, Magic Evasion
WIS (Mind)	[]	[]	[]	[]	[]	White Magic Potency, Magic Defense, Magic Evasion
CHR (Charisma)	[]	[]	[]	[]	[]	Enfeebling Magic Success, Bard Song Potency, Blue Mage Spell Success

III. Resources & Combat Trackers

Resource	Current / Maximum/ Temp	Notes / Progression Source
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HP (Health Points)	[/]	HP + VIT bonus + Racial/Job increases.
MP (Magic Points)	[/]	MP + INT bonus + Racial/Job increases.
TP (Tactical Points)	[] / 300	Required: 100 to use a Weaponskill. Max: 3000 (for high damage).
Movement Speed	[]	Total movement speed.
Gil (Currency)	[]	Your primary currency for gear and services.
AC	[]	Total AC.

IV. Skills, Checks, and Saves

Skill Checks

Skill Check	Attribute Used	Total Bonus
Athletics (Climbing, Jumping, Swimming)	STR	[]
Acrobatics (Balance, Tumbling), Stealth	DEX	[]
Survival / Endurance (Resist Fatigue, Traps)	CON	
Lore / Knowledge (History, Magic Theory), Arcana	INT	[]
Perception (Awareness, Spotting Hidden Items)	WIS	[]
Persuasion / Performance (Negotiation, Acting)	CHR	[]

Saving Throws (Saves)

Used to resist magical or harmful effects. Total is Modifier + Job/Racial Bonus.

Saving Throw	Attribute Used	Total Save Bonus
Strength Save	STR	[]
Dexterity Save	DEX	[]
Constitution Save	CON	[]
Intelligence Save	INT	[]
Wisdom Save	WIS	[]
Charisma Save	CHR	[]

V. Abilities and Combat Flow

Main Job Abilities (Cooldown: [Short/Long] Rest (Continued next page))

Action & Bonus Action Summary

Action / Bonus Action	Description

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Ability Name	Cooldown	Description
[]	[]	[]
[]	[]	[]
[]	[]	[]

Racial Abilities (Cooldown: [Short/Long] Rest (Continued next page))

Ability Name	Cooldown	Description
[]	[]	[]
[]	[]	[]
[]	[]	[]

Weaponskills

Weaponskill Name	Damage Type	TP Cost
[]	[]	100+
[]	[]	100+
[]	[]	100+



VI. Spells and Magic

This section tracks all spells available from your Main Job and Sub Job, and their cost in MP.

[illegible]

VII. Job Traits (Passive Effects)

Job Traits are passive bonuses that are always active as long as the job is set (Main or Sub).

Job Trait	Source Job	Effect / Numeric Bonus

VIII. Extended Abilities and Cooldowns

This is a detailed tracker for all your Job and Racial abilities, perfect for quick reference in combat.

Main Job Abilities

Ability Name	Cost / Activation	Cooldown	Description & Effects
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Sub Job Abilities

Ability Name	Cost / Activation	Cooldown	Description & Effects

Racial Abilities

Ability Name	Cost / Activation	Cooldown	Description & Effects



IX. Equipped Gear

Slot	Item Name	Stats / Effects (e.g., +5 STR, Haste +1%)
Main Weapon		
Sub Weapon		
Ranged Weapon		
Ammunition		
Head		
Body		
Hands		
Legs		
Feet		
Neck		
Waist		
Earring (L)		
Earring (R)		
Ring (L)		
Ring (R)		
Back		

X. Backpack (Inventory)

The **Backpack** represents all items carried that are not currently equipped. Use this large space to list consumable items, key items, crafting materials, or other inventory.

Item Slot	Description & Quantity
BACKPACK	