CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal:

CHARACTER

Name		Race		Sex	
Alignment		Class		Level	
Size		Height		Weight	
Speed		Initiative			

	Ability Score	Ability Modifier	Saving Throws
STR			
DEX			
CON			
INT			
WIS			
CHA			

ARMOR CLASS

Armored

Without Armor

HIT POINTS

Current Hit Points

Temporary Hit Points

Hit Dice

Available Hit Dice

Death Saves

Pass ☐☐☐

Fail ☐☐☐

Exhaustion

Level	Effect
☐1	DA on ability checks
☐2	Speed halved
☐3	DA on attacks and saves
☐4	HP maximum halved
☐5	Speed reduced to 0
☐6	Death

INSPIRATION ☐

PROFICIENCY BONUS

☐ Passive Wisdom (Perception)

MELEE WEAPON

☐ Finess Weapon

☐PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | DAMAGE __d__

MELEE WEAPON

☐ Finess Weapon

☐PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | DAMAGE __d__

MELEE WEAPON

☐ Finess Weapon

☐PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | DAMAGE __d__

RANGED WEAPON

☐ Thrown

☐PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | RANGE | DAMAGE __d__

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON

☐ Thrown

☐PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | RANGE | DAMAGE __d__

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

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

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

Notes:

Update Calculations Clear

ARMOR _____ Armor Class AC

Category	Don	Doff	Strength	Stealth	Weight

SHIELD _____ Weight AC

Protective Items

	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.

CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle _____ Expenses/Day _____

Treasure CP_____ SP_____ EP_____GP_____PP_____

Jewels & Gems

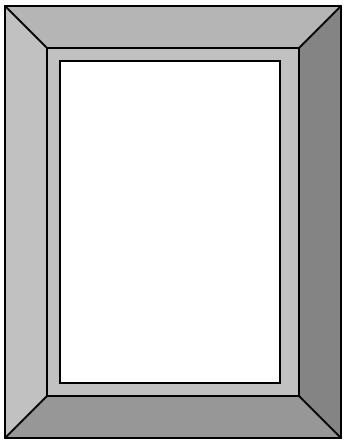
Magic Items

Other Items

PHYSICAL CHARACTERISTICS

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description



CHARACTER SKETCH

Languages

Special Features

RACE and SUBRACE

Ability Score Increase based on race

Proficiencies based on race

Traits based on race

Languages based on race

BACKGROUND

Proficiencies based on background

Languages based on background

Equipment based on background

Personality Traits

Ideals

Bonds

Flaws

Notes

Spellcasting

Primary Ability:

Spell save DC
8 + proficiency bonus + Primary Ability modifier

Spell attack modifier
proficiency bonus + Primary Ability modifier

Spell Slots and Castings

Number of Cantrips Known

1st		2nd		3rd		4th		5th		6th		7th		8th		9th	

Spellbook / Known Spells

☐ Level: Spell:
Description:

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