

CHARACTER SHEET D&D 5E

CHARACTER

Player:	Name	Race	Sex
Campaign:	Character Creation Date:	Alignment	Class
Current XP:	Next Level Goal:	Level	
	Size	Height	Weight
	Speed	Initiative	

Ability Score	Ability Modifier	Saving Throws	ARMOR CLASS
STR	_____	<input type="checkbox"/>	<input type="text"/>
DEX	_____	<input type="checkbox"/>	Armored
CON	_____	<input type="checkbox"/>	<input type="text"/>
INT	_____	<input type="checkbox"/>	Without Armor
WIS	_____	<input type="checkbox"/>	
CHA	_____	<input type="checkbox"/>	

Passive Wisdom (Perception)

HIT POINTS	Current Hit Points	Temporary Hit Points
<input type="text"/>	<input type="text"/>	<input type="text"/>
Hit Dice	Available Hit Dice	Death Saves
<input type="text"/>	<input type="text"/>	Pass <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INSPIRATION <input type="checkbox"/>		Fail <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Level	Effect
<input type="checkbox"/> 1	DA on ability checks
<input type="checkbox"/> 2	Speed halved
<input type="checkbox"/> 3	DA on attacks and saves
<input type="checkbox"/> 4	HP maximum halved
<input type="checkbox"/> 5	Speed reduced to 0
<input type="checkbox"/> 6	Death

PROFICIENCY BONUS

MELEE WEAPON			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
TYPE		DAMAGE	d

MELEE WEAPON			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
TYPE		DAMAGE	d

MELEE WEAPON			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
TYPE		DAMAGE	d

RANGED WEAPON			
<input type="checkbox"/> PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
TYPE	RANGE	DAMAGE	d

AMMO

RANGED WEAPON			
<input type="checkbox"/> PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
TYPE	RANGE	DAMAGE	d

AMMO

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:
