

CHARACTER SHEET D&D 5E

CHARACTER

Player: _____

Campaign: _____ Character Creation Date: _____

Current XP: _____ Next Level Goal: _____

Name: _____ Race: _____ Sex: _____

Alignment: _____ Class: _____ Level: _____

Size: _____ Height: _____ Weight: _____ Speed: _____ Initiative: _____

| | | | | |
|------------|----------------------|------------------|--------------------------|--|
| | Ability Score | Ability Modifier | Saving Throws | |
| STR | <input type="text"/> | _____ | <input type="checkbox"/> | ARMOR CLASS |
| DEX | <input type="text"/> | _____ | <input type="checkbox"/> | |
| CON | <input type="text"/> | _____ | <input type="checkbox"/> | Without Armor |
| INT | <input type="text"/> | _____ | <input type="checkbox"/> | |
| WIS | <input type="text"/> | _____ | <input type="checkbox"/> | |
| CHA | <input type="text"/> | _____ | <input type="checkbox"/> | |
| | | | | <input type="checkbox"/> Passive Wisdom (Perception) |

HIT POINTS

Current Hit Points:

Temporary Hit Points:

HIT DICE

Available Hit Dice:

Death Saves

| | | | |
|------|--------------------------|--------------------------|--------------------------|
| Pass | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Fail | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

EXHAUSTION

| 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 |

INSPIRATION

PROFICIENCY BONUS

MELEE WEAPON _____

PROFICIENCY STR MAGIC TOTAL ATK BONUS

+ + =

TYPE DAMAGE d

MELEE WEAPON _____

PROFICIENCY STR MAGIC TOTAL ATK BONUS

+ + =

TYPE DAMAGE d

MELEE WEAPON _____

PROFICIENCY STR MAGIC TOTAL ATK BONUS

+ + =

TYPE DAMAGE d

RANGED WEAPON _____

PROFICIENCY DEX MAGIC TOTAL ATK BONUS

+ + =

TYPE RANGE DAMAGE d

AMMO

RANGED WEAPON _____

PROFICIENCY DEX MAGIC TOTAL ATK BONUS

+ + =

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:

| | | | | | | |
|--------------------|-----|------|----------|---------|-------------|-----------------|
| 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 |
|----------------------|------------------------|----------------------------|

PHYSICAL CHARACTERISTICS

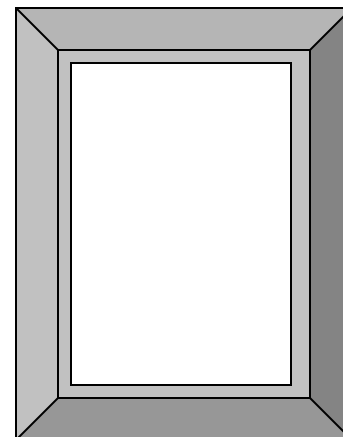
| | | | |
|-----|--|--------|--|
| Age | | Gender | |
|-----|--|--------|--|

| | | | |
|--------|--|--------|--|
| 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

| | |
|-----------|--------------|
| Lifestyle | Expenses/Day |
|-----------|--------------|

| | | | | | |
|-----------------|----------|----------|----------|----------|----------|
| Treasure | CP _____ | SP _____ | EP _____ | GP _____ | PP _____ |
| Jewels & Gems | | | | | |
| | | | | | |
| Magic Items | | | | | |
| | | | | | |
| Other Items | | | | | |
| | | | | | |

