

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

Passive Wisdom (Perception)

HIT POINTS

<input type="text"/>	Current Hit Points	<input type="text"/>	Temporary Hit Points
<input type="text"/>	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 _____

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

MELEE WEAPON _____

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

MELEE WEAPON _____

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

RANGED WEAPON _____

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

AMMO

RANGED WEAPON _____

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

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:
