

# CHARACTER SHEET D&D 5E

# CHARACTER

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

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

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

Passive Wisdom (Perception)

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	
<b>SKILLS:</b>	<b>SAVES:</b>
<input type="checkbox"/> Acrobatics <b>Dex</b>	<input type="checkbox"/>
<input type="checkbox"/> Animal Handling <b>Wis</b>	<input type="checkbox"/>
<input type="checkbox"/> Arcana <b>Int</b>	<input type="checkbox"/>
<input type="checkbox"/> Athletics <b>Str</b>	<input type="checkbox"/>
<input type="checkbox"/> Deception <b>Cha</b>	<input type="checkbox"/>
<input type="checkbox"/> History <b>Int</b>	<input type="checkbox"/>
<input type="checkbox"/> Insight <b>Wis</b>	<input type="checkbox"/>
<input type="checkbox"/> Intimidation <b>Cha</b>	<input type="checkbox"/>
<input type="checkbox"/> Investigation <b>Int</b>	<input type="checkbox"/>
<input type="checkbox"/> Medicine <b>Wis</b>	<input type="checkbox"/>
<input type="checkbox"/> Nature <b>Int</b>	<input type="checkbox"/>
<input type="checkbox"/> Perception <b>Wis</b>	<input type="checkbox"/>
<input type="checkbox"/> Performance <b>Cha</b>	<input type="checkbox"/>
<input type="checkbox"/> Persuasion <b>Cha</b>	<input type="checkbox"/>
<input type="checkbox"/> Religion <b>Int</b>	<input type="checkbox"/>
<input type="checkbox"/> Sleight of Hand <b>Dex</b>	<input type="checkbox"/>
<input type="checkbox"/> Stealth <b>Dex</b>	<input type="checkbox"/>
<input type="checkbox"/> Survival <b>Wis</b>	<input type="checkbox"/>
<b>TOOLS:</b>	<b>WEAPONS:</b>
<input type="checkbox"/>	<input type="checkbox"/>
<b>ARMOR:</b>	<b>OTHER:</b>
<input type="checkbox"/>	<input type="checkbox"/>

Notes:

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<b>ARMOR</b> _____					Armor Class	<b>AC</b> _____
Category	Don	Doff	Strength	Stealth	Weight	

<b>SHIELD</b> _____	Weight	<b>AC</b> _____
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<b>Protective Items</b>	AC Bonus	Weight

<b>Other Equipment</b>			
ITEM	WT.	ITEM	WT.

CARRYING CAPACITY

PUSH, DRAG, or LIFT

TOTAL WEIGHT CARRIED

### PHYSICAL CHARACTERISTICS

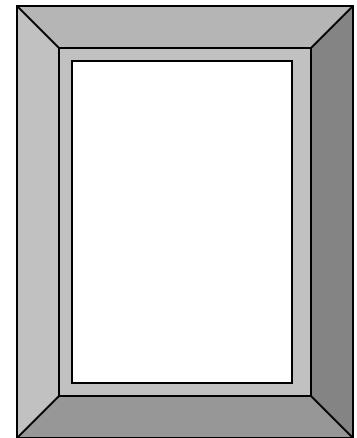
Age		Gender	
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Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



CHARACTER SKETCH

Languages	
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### Special Features

<b>RACE and SUBRACE</b>
Ability Score Increase based on race
Proficiencies based on race
Traits based on race
Languages based on race
<b>BACKGROUND</b>
Proficiencies based on background
Languages based on background
Equipment based on background
<b>Personality Traits</b>
<b>Ideals</b>
<b>Bonds</b>
<b>Flaws</b>

**Notes**

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Lifestyle	Expenses/Day
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<b>Treasure</b>	CP _____	SP _____	EP _____	GP _____	PP _____
Jewels & Gems					
Magic Items					
Other Items					

