

# 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	ARMOR CLASS
<b>STR</b>			<input type="checkbox"/>	<input type="text"/> Armored
<b>DEX</b>			<input type="checkbox"/>	
<b>CON</b>			<input type="checkbox"/>	<input type="text"/> Without Armor
<b>INT</b>			<input type="checkbox"/>	
<b>WIS</b>			<input type="checkbox"/>	
<b>CHA</b>			<input type="checkbox"/>	
<input type="checkbox"/> Passive Wisdom (Perception)				

<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	<b>Death Saves</b>
<input type="text"/>	<input type="text"/>	Pass <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fail <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**INSPIRATION**

**PROFICIENCY BONUS**

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

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

Notes:

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# 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

<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____
<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____
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