

CHARACTER SHEET D&D 5E

CHARACTER

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

STR, DEX, CON, INT, WIS, CHA Ability Score, Ability Modifier, Saving Throws, ARMOR CLASS: Armored, Without Armor

HIT POINTS: Current Hit Points, Temporary Hit Points

Hit Dice, Available Hit Dice

Death Saves: Pass, Fail

INSPIRATION, PROFICIENCY BONUS, Exhaustion: Level, Effect

Passive Wisdom (Perception)

MELEE WEAPON: PROFICIENCY, STR, MAGIC, TOTAL ATK BONUS, TYPE, DAMAGE

MELEE WEAPON: PROFICIENCY, STR, MAGIC, TOTAL ATK BONUS, TYPE, DAMAGE

MELEE WEAPON: PROFICIENCY, STR, MAGIC, TOTAL ATK BONUS, TYPE, DAMAGE

RANGED WEAPON: PROFICIENCY, DEX, MAGIC, TOTAL ATK BONUS, TYPE, RANGE, DAMAGE

AMMO

RANGED WEAPON: PROFICIENCY, DEX, MAGIC, TOTAL ATK BONUS, TYPE, RANGE, DAMAGE

AMMO

PROFICIENCIES, SKILLS: Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, Sleight of Hand, Stealth, Survival, 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

Lifestyle \_\_\_\_\_ Expenses/Day \_\_\_\_\_

**Treasure** CP \_\_\_\_\_ SP \_\_\_\_\_ EP \_\_\_\_\_ GP \_\_\_\_\_ PP \_\_\_\_\_

Jewels & Gems

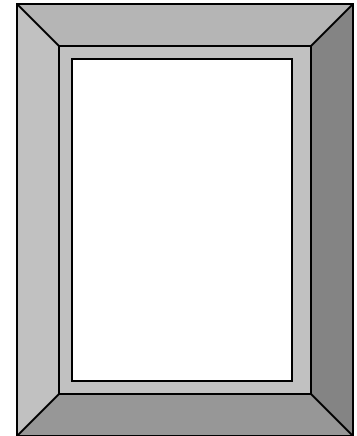
Magic Items

Other Items

**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**

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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

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