

CHARACTER SHEET D&D 5E

CHARACTER

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

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

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"/>

INSPIRATION

PROFICIENCY BONUS

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

Passive Wisdom (Perception)

MELEE WEAPON

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>

TYPE DAMAGE d

MELEE WEAPON

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>

TYPE DAMAGE d

MELEE WEAPON

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>

TYPE DAMAGE d

RANGED WEAPON

PROFICIENCY

DEX	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>

TYPE RANGE DAMAGE d

AMMO

RANGED WEAPON

PROFICIENCY

DEX	MAGIC	TOTAL ATK BONUS
<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 Dex					
<input type="checkbox"/> Animal Handling Wis					
<input type="checkbox"/> Arcana Int					
<input type="checkbox"/> Athletics Str					
<input type="checkbox"/> Deception Cha					
<input type="checkbox"/> History Int					
<input type="checkbox"/> Insight Wis					
<input type="checkbox"/> Intimidation Cha					
<input type="checkbox"/> Investigation Int					
<input type="checkbox"/> Medicine Wis					
<input type="checkbox"/> Nature Int					
<input type="checkbox"/> Perception Wis					
<input type="checkbox"/> Performance Cha					
<input type="checkbox"/> Persuasion Cha					
<input type="checkbox"/> Religion Int					
<input type="checkbox"/> Sleight of Hand Dex					
<input type="checkbox"/> Stealth Dex					
<input type="checkbox"/> Survival Wis					

Notes:

ARMOR _____					Armor Class AC _____
Category	Don	Doff	Strength	Stealth	Weight

SHIELD _____	Weight	AC
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Protective Items	AC Bonus	Weight

Other Equipment			
ITEM	WT.	ITEM	WT.

CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

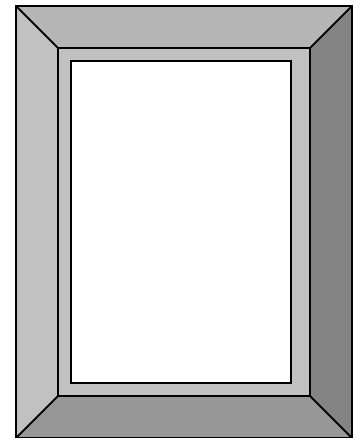
Lifestyle	Expenses/Day	
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Treasure	CP _____	SP _____	EP _____	GP _____	PP _____
Jewels & Gems					
Magic Items					
Other Items					

PHYSICAL CHARACTERISTICS

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description



CHARACTER SKETCH

Languages	
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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

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: _____
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