

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

STR	Ability Score	Ability Modifier	Saving Throws	ARMOR CLASS Armored Without Armor
DEX	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	
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 <input type="text"/>	Current Hit Points <input type="text"/>	Temporary Hit Points <input type="text"/>
Hit Dice <input type="text"/>	Available Hit Dice <input type="text"/>	Death Saves Pass <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fail <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Passive Wisdom (Perception)

INSPIRATION

PROFICIENCY BONUS

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

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

Notes:

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

SHIELD _____	Weight	AC _____
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Protective Items	AC Bonus	Weight

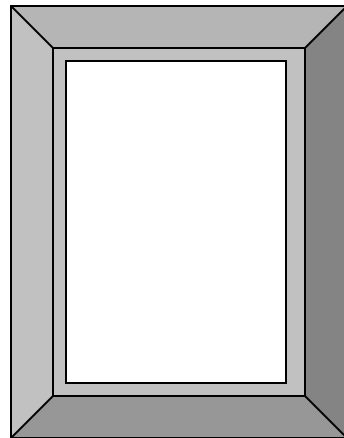
Other Equipment			
ITEM	WT.	ITEM	WT.

CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

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

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

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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