

# 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
<b>STR</b>	<input type="text"/>	___	<input type="checkbox"/>	<input type="text"/>
<b>DEX</b>	<input type="text"/>	___	<input type="checkbox"/>	Armored
<b>CON</b>	<input type="text"/>	___	<input type="checkbox"/>	<input type="text"/>
<b>INT</b>	<input type="text"/>	___	<input type="checkbox"/>	Without Armor
<b>WIS</b>	<input type="text"/>	___	<input type="checkbox"/>	
<b>CHA</b>	<input type="text"/>	___	<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	
<input type="text"/>	<input type="text"/>	

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

**INSPIRATION**

**PROFICIENCY BONUS**

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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<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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Protective Items	AC Bonus	Weight

Other Equipment			
ITEM	WT.	ITEM	WT.

CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

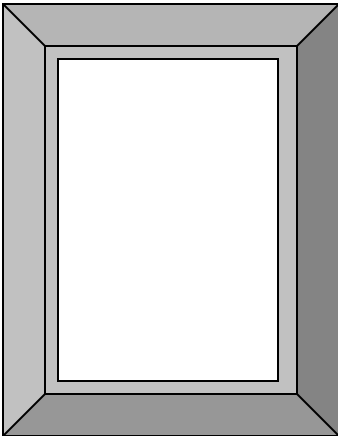
Lifestyle	Expenses/Day
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<b>Treasure</b>	CP _____	SP _____	EP _____	GP _____	PP _____
Jewels & Gems					
Magic Items					
Other Items					

### PHYSICAL CHARACTERISTICS

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description



CHARACTER SKETCH

Languages	
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### Special Features

**RACE and SUBRACE**

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Ability Score Increase based on race

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Proficiencies based on race

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Traits based on race

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Languages based on race

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**BACKGROUND**

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Proficiencies based on background

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Languages based on background

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Equipment based on background

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**Personality Traits**

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**Ideals**

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**Bonds**

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**Flaws**

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