

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

**HIT POINTS**

Current Hit Points  Temporary Hit Points

**Hit Dice**  Available Hit Dice

**INSPIRATION**

**Death Saves**

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

**PROFICIENCY BONUS**

**MELEE WEAPON** \_\_\_\_\_

PROFICIENCY    STR    MAGIC    TOTAL ATK BONUS

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
		TYPE <input type="text"/>	DAMAGE <input type="text"/>		d <input type="text"/>	

**MELEE WEAPON** \_\_\_\_\_

PROFICIENCY    STR    MAGIC    TOTAL ATK BONUS

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
		TYPE <input type="text"/>	DAMAGE <input type="text"/>		d <input type="text"/>	

**MELEE WEAPON** \_\_\_\_\_

PROFICIENCY    STR    MAGIC    TOTAL ATK BONUS

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
		TYPE <input type="text"/>	DAMAGE <input type="text"/>		d <input type="text"/>	

**RANGED WEAPON** \_\_\_\_\_

PROFICIENCY    DEX    MAGIC    TOTAL ATK BONUS

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
TYPE <input type="text"/>	RANGE <input type="text"/>	DAMAGE <input type="text"/>		d <input type="text"/>		

AMMO

**RANGED WEAPON** \_\_\_\_\_

PROFICIENCY    DEX    MAGIC    TOTAL ATK BONUS

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
TYPE <input type="text"/>	RANGE <input type="text"/>	DAMAGE <input type="text"/>		d <input type="text"/>		

AMMO

**PROFICIENCIES**

<b>SKILLS:</b>	<b>SAVES:</b>
<input type="checkbox"/> Acrobatics <b>Dex</b>	
<input type="checkbox"/> Animal Handling <b>Wis</b>	
<input type="checkbox"/> Arcana <b>Int</b>	<b>TOOLS:</b>
<input type="checkbox"/> Athletics <b>Str</b>	
<input type="checkbox"/> Deception <b>Cha</b>	<b>WEAPONS:</b>
<input type="checkbox"/> History <b>Int</b>	
<input type="checkbox"/> Insight <b>Wis</b>	
<input type="checkbox"/> Intimidation <b>Cha</b>	<b>ARMOR:</b>
<input type="checkbox"/> Investigation <b>Int</b>	
<input type="checkbox"/> Medicine <b>Wis</b>	
<input type="checkbox"/> Nature <b>Int</b>	<b>OTHER:</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

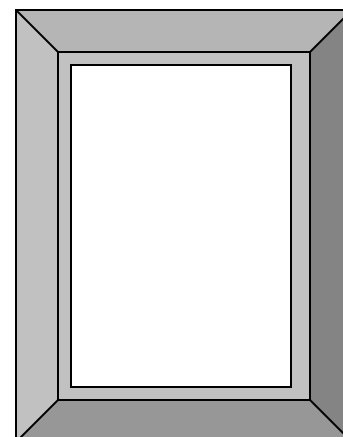
Other Equipment			
ITEM	WT.	ITEM	WT.

<input style="width: 80px; height: 20px;" type="text"/>	<input style="width: 80px; height: 20px;" type="text"/>	<input style="width: 80px; height: 20px;" type="text"/>
<small>CARRYING CAPACITY</small>	<small>PUSH, DRAG, or LIFT</small>	<small>TOTAL WEIGHT CARRIED</small>

## 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**

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Lifestyle	Expenses/Day
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<b>Treasure</b>	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: _____
<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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