

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

Passive Wisdom (Perception)

HIT POINTS
 Current Hit Points
 Temporary Hit Points
HIT DICE
 Available Hit Dice
INSPIRATION
PROFICIENCY BONUS

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

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

PROFICIENCY + STR + MAGIC = TOTAL ATK BONUS

TYPE: DAMAGE: d

MELEE WEAPON

PROFICIENCY + STR + MAGIC = TOTAL ATK BONUS

TYPE: DAMAGE: d

MELEE WEAPON

PROFICIENCY + STR + MAGIC = TOTAL ATK BONUS

TYPE: DAMAGE: d

RANGED WEAPON

PROFICIENCY + DEX + MAGIC = TOTAL ATK BONUS

TYPE: RANGE: DAMAGE: d

AMMO

RANGED WEAPON

PROFICIENCY + DEX + MAGIC = TOTAL ATK BONUS

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

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

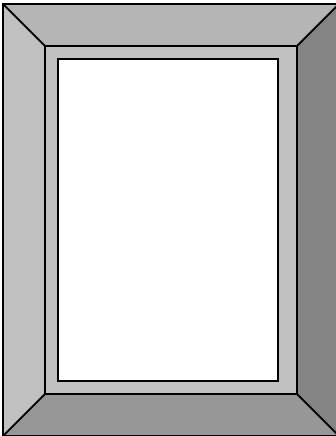
Other Equipment			
ITEM	WT.	ITEM	WT.

CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

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: _____
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