

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="checkbox"/>	<input type="text"/> Armored
DEX			<input type="checkbox"/>	<input type="text"/> Without Armor
CON			<input type="checkbox"/>	
INT			<input type="checkbox"/>	
WIS			<input type="checkbox"/>	
CHA			<input type="checkbox"/>	
<input type="checkbox"/> Passive Wisdom (Perception)				

HIT POINTS	Current Hit Points	Temporary Hit Points														
<input type="text"/>	<input type="text"/>	<input type="text"/>														
Hit Dice	Available Hit Dice															
<input type="text"/>	<input type="text"/>															
INSPIRATION <input type="checkbox"/>																
PROFICIENCY BONUS																
<input type="text"/>																
PROFICIENCIES																
<table border="1"> <thead> <tr> <th>Level</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> 1</td> <td>DA on ability checks</td> </tr> <tr> <td><input type="checkbox"/> 2</td> <td>Speed halved</td> </tr> <tr> <td><input type="checkbox"/> 3</td> <td>DA on attacks and saves</td> </tr> <tr> <td><input type="checkbox"/> 4</td> <td>HP maximum halved</td> </tr> <tr> <td><input type="checkbox"/> 5</td> <td>Speed reduced to 0</td> </tr> <tr> <td><input type="checkbox"/> 6</td> <td>Death</td> </tr> </tbody> </table>		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	
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DEATH SAVES																
Pass	<input type="checkbox"/>	<input type="checkbox"/>														
Fail	<input type="checkbox"/>	<input type="checkbox"/>														

MELEE WEAPON			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<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"/>
	TYPE	DAMAGE	d

MELEE WEAPON			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<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"/>
TYPE	RANGE	DAMAGE	d

RANGED WEAPON			
<input type="checkbox"/> PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
TYPE	RANGE	DAMAGE	d

AMMO

AMMO

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:

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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