

# 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

<b>STR</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<b>ARMOR CLASS</b>	<input type="text"/>	<b>HIT POINTS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	Armored	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	Without Armor	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Passive Wisdom (Perception)

**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

Current Hit Points

Temporary Hit Points

**Death Saves**

Pass

Fail

Hit Dice

Available Hit Dice

**INSPIRATION**

**PROFICIENCY BONUS**

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

**PROFICIENCIES**

**SKILLS:**

- Acrobatics **Dex**
- Animal Handling **Wis**
- Arcana **Int**
- Athletics **Str**
- Deception **Cha**
- History **Int**
- Insight **Wis**
- Intimidation **Cha**
- Investigation **Int**
- Medicine **Wis**
- Nature **Int**
- Perception **Wis**
- Performance **Cha**
- Persuasion **Cha**
- Religion **Int**
- Sleight of Hand **Dex**
- Stealth **Dex**
- Survival **Wis**

**SAVES:**

**TOOLS:**

**WEAPONS:**

**ARMOR:**

**OTHER:**

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 type="text"/>	<input type="text"/>	<input type="text"/>
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

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

**PHYSICAL CHARACTERISTICS**

Age	<input type="text"/>	Gender	<input type="text"/>
Height	<input type="text"/>	Weight	<input type="text"/>
Eyes	<input type="text"/>	Hair	<input type="text"/>
Skin	<input type="text"/>	Handedness	<input type="text"/>

Physical Description

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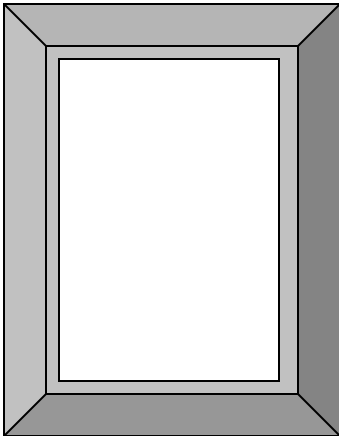
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CHARACTER SKETCH

Languages	<input type="text"/>
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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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# 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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