

CHARACTER SHEET D&D 5E

CHARACTER

Player:	Name <input style="width:90%;" type="text"/>	Race <input style="width:80%;" type="text"/>	Sex <input style="width:80%;" type="text"/>
Campaign:	Character Creation Date:	Alignment <input style="width:40%;" type="text"/>	Class <input style="width:40%;" type="text"/>
Current XP:	Next Level Goal:	Size <input style="width:40%;" type="text"/>	Height <input style="width:40%;" type="text"/>
		Weight <input style="width:40%;" type="text"/>	Speed <input style="width:40%;" type="text"/>
		Initiative <input style="width:40%;" type="text"/>	

	Ability Score	Ability Modifier	Saving Throws
STR	<input style="width:30px; height:25px;" type="text"/>	_____	<input type="checkbox"/> _____
DEX	<input style="width:30px; height:25px;" type="text"/>	_____	<input type="checkbox"/> _____
CON	<input style="width:30px; height:25px;" type="text"/>	_____	<input type="checkbox"/> _____
INT	<input style="width:30px; height:25px;" type="text"/>	_____	<input type="checkbox"/> _____
WIS	<input style="width:30px; height:25px;" type="text"/>	_____	<input type="checkbox"/> _____
CHA	<input style="width:30px; height:25px;" type="text"/>	_____	<input type="checkbox"/> _____

ARMOR CLASS

Armored

Without Armor

HIT POINTS

Current Hit Points

Available Hit Dice

Hit Dice

Current Hit Points

Available Hit Dice

Temporary Hit Points

Death Saves

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

INSPIRATION

PROFICIENCY BONUS

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

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

RANGED WEAPON

PROFICIENCY DEX MAGIC TOTAL ATK BONUS

+
 +
 =

TYPE RANGE DAMAGE d

AMMO

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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PROFICIENCIES

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