

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	Ability Score	Ability Modifier	Saving Throws	ARMOR CLASS
DEX			<input type="checkbox"/>	
CON			<input type="checkbox"/>	
INT			<input type="checkbox"/>	
WIS			<input type="checkbox"/>	
CHA			<input type="checkbox"/>	

Armored
 Without Armor

Passive Wisdom (Perception)

HIT POINTS

Current Hit Points: _____

Temporary Hit Points: _____

Hit Dice: _____

Available Hit Dice: _____

INSPIRATION

PROFICIENCY BONUS

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

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:

- 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:

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

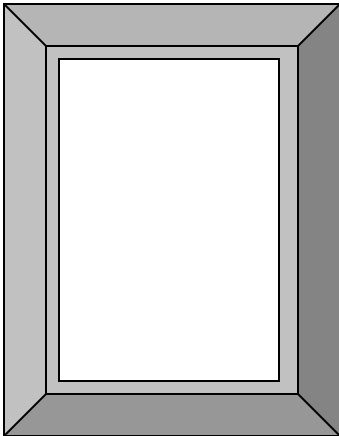
Lifestyle	Expenses/Day
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Treasure	CP _____	SP _____	EP _____	GP _____	PP _____
Jewels & Gems					
Magic Items					
Other Items					

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

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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