

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	_____

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"/>	

HIT POINTS	Current Hit Points	Temporary Hit Points
<input type="text"/>	<input type="text"/>	<input type="text"/>

Hit Dice	<input type="text"/>	Available Hit Dice	<input type="text"/>
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Death Saves				
Pass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Fail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

INSPIRATION

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

PROFICIENCY BONUS

Passive Wisdom (Perception)

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

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

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

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

AMMO

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

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

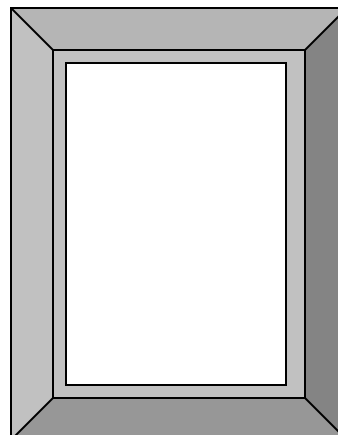
Lifestyle	Expenses/Day
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Treasure	CP _____	SP _____	EP _____	GP _____	PP _____
Jewels & Gems					
Magic Items					
Other Items					

PHYSICAL CHARACTERISTICS

Age	<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



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
