

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="text"/>	_____	<input type="checkbox"/>	
DEX	<input type="text"/>	_____	<input type="checkbox"/>	<input type="text"/> Armored
CON	<input type="text"/>	_____	<input type="checkbox"/>	<input type="text"/> Without Armor
INT	<input type="text"/>	_____	<input type="checkbox"/>	
WIS	<input type="text"/>	_____	<input type="checkbox"/>	
CHA	<input type="text"/>	_____	<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	Death Saves
<input type="text"/>	<input type="text"/>	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

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

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	
<input type="checkbox"/> History Int	WEAPONS:
<input type="checkbox"/> Insight Wis	
<input type="checkbox"/> Intimidation Cha	
<input type="checkbox"/> Investigation Int	
<input type="checkbox"/> Medicine Wis	ARMOR:
<input type="checkbox"/> Nature Int	
<input type="checkbox"/> Perception Wis	
<input type="checkbox"/> Performance Cha	OTHER:
<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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