

CHARACTER SHEET D&D 5E

CHARACTER

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

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

ARMOR CLASS

Armored

Without Armor

HIT POINTS

Current Hit Points

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"/>

Available Hit Dice

Hit Dice**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 _____

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

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"/>			<input type="text"/>
TYPE	<input type="text"/>	DAMAGE	<input type="text"/>

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"/>			<input type="text"/>
TYPE	<input type="text"/>	DAMAGE	<input type="text"/>

RANGED WEAPON _____

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

AMMO

RANGED WEAPON _____

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

AMMO

PROFICIENCIES

<p>SKILLS:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Acrobatics Dex <input type="checkbox"/> Animal Handling Wis <input type="checkbox"/> Arcana Int <input type="checkbox"/> Athletics Str <input type="checkbox"/> Deception Cha <input type="checkbox"/> History Int <input type="checkbox"/> Insight Wis <input type="checkbox"/> Intimidation Cha <input type="checkbox"/> Investigation Int <input type="checkbox"/> Medicine Wis <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 	<p>SAVES:</p> <p>TOOLS:</p> <p>WEAPONS:</p> <p>ARMOR:</p> <p>OTHER:</p>
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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

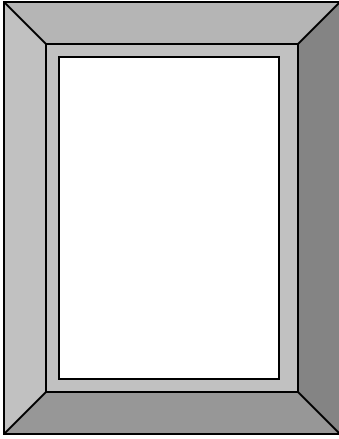
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TOTAL WEIGHT CARRIED

Lifestyle | Expenses/Day

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 []

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

Notes section with 12 horizontal lines for writing.

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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