

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

HIT POINTS

Current Hit Points Temporary Hit Points

Hit Dice Available Hit Dice

Death Saves

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

Passive Wisdom (Perception)

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

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: _____

