

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

ARMOR CLASS

Armored

 Without Armor

HIT POINTS

Hit Dice Available Hit Dice

Temporary Hit Points

Death Saves

Pass
 Fail

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

INSPIRATION

PROFICIENCY BONUS

Passive Wisdom (Perception)

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:	SAVES:
<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	
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

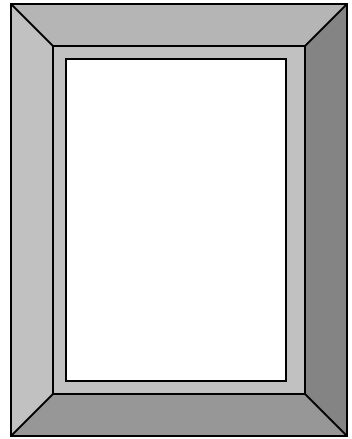
Other Equipment			
ITEM	WT.	ITEM	WT.

CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

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	_____
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Bonds	_____
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Flaws	_____
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Notes

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

Magic Items

Other Items

