

# 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	<b>ARMOR CLASS</b> <input type="text"/> Armored <input type="text"/> Without Armor
<b>STR</b>		<input type="checkbox"/>	
<b>DEX</b>		<input type="checkbox"/>	
<b>CON</b>		<input type="checkbox"/>	
<b>INT</b>		<input type="checkbox"/>	
<b>WIS</b>		<input type="checkbox"/>	
<b>CHA</b>		<input type="checkbox"/>	

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

Hit Dice	Available Hit Dice
<input type="text"/>	<input type="text"/>

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

Passive Wisdom (Perception)

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

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

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

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

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

AMMO

## PROFICIENCIES

<input type="checkbox"/>	Acrobatics <b>Dex</b>	<b>SAVES:</b>
<input type="checkbox"/>	Animal Handling <b>Wis</b>	<b>TOOLS:</b>
<input type="checkbox"/>	Arcana <b>Int</b>	<b>WEAPONS:</b>
<input type="checkbox"/>	Athletics <b>Str</b>	<b>ARMOR:</b>
<input type="checkbox"/>	Deception <b>Cha</b>	<b>OTHER:</b>
<input type="checkbox"/>	History <b>Int</b>	
<input type="checkbox"/>	Insight <b>Wis</b>	
<input type="checkbox"/>	Intimidation <b>Cha</b>	
<input type="checkbox"/>	Investigation <b>Int</b>	
<input type="checkbox"/>	Medicine <b>Wis</b>	
<input type="checkbox"/>	Nature <b>Int</b>	
<input type="checkbox"/>	Perception <b>Wis</b>	
<input type="checkbox"/>	Performance <b>Cha</b>	
<input type="checkbox"/>	Persuasion <b>Cha</b>	
<input type="checkbox"/>	Religion <b>Int</b>	
<input type="checkbox"/>	Sleight of Hand <b>Dex</b>	
<input type="checkbox"/>	Stealth <b>Dex</b>	
<input type="checkbox"/>	Survival <b>Wis</b>	

Notes:

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<b>ARMOR</b> _____					Armor Class	<b>AC</b> _____
Category	Don	Doff	Strength	Stealth	Weight	

<b>SHIELD</b> _____	Weight	<b>AC</b> _____
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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

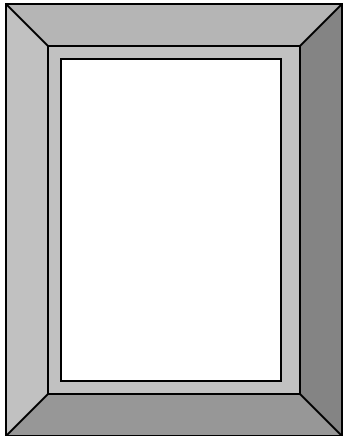
Lifestyle	Expenses/Day
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<b>Treasure</b>	CP _____	SP _____	EP _____	GP _____	PP _____
Jewels & Gems					
Magic Items					
Other Items					

**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**

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# 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: _____
<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____
<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____
<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____
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