

# CHARACTER SHEET D&D 5E

## CHARACTER

Player:

Name		Race		Sex	
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Campaign: \_\_\_\_\_ Character Creation Date: \_\_\_\_\_

Alignment		Class		Level	
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Current XP: \_\_\_\_\_ Next Level Goal: \_\_\_\_\_

Size		Height		Weight		Speed		Initiative	
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	Ability Score	Ability Modifier	Saving Throws
<b>STR</b>	<input type="text"/>	___	<input type="checkbox"/> _____
<b>DEX</b>	<input type="text"/>	___	<input type="checkbox"/> _____
<b>CON</b>	<input type="text"/>	___	<input type="checkbox"/> _____
<b>INT</b>	<input type="text"/>	___	<input type="checkbox"/> _____
<b>WIS</b>	<input type="text"/>	___	<input type="checkbox"/> _____
<b>CHA</b>	<input type="text"/>	___	<input type="checkbox"/> _____

### ARMOR CLASS

<input type="text"/>	Armored
<input type="text"/>	Without Armor

### HIT POINTS

<input type="text"/>
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Current Hit Points

<input type="text"/>
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Temporary Hit Points

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

Available Hit Dice

INSPIRATION

### Death Saves

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

### 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

### PROFICIENCY BONUS

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

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

AMMO

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

AMMO

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### 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:

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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: _____
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