

CHARACTER SHEET D&D 5E

CHARACTER

Player:	Name	Race	Sex
Campaign:	Character Creation Date:	Alignment	Class
Current XP:	Next Level Goal:	Level	
	Size	Height	Weight
	Speed	Initiative	

	Ability Score	Ability Modifier	Saving Throws	ARMOR CLASS
STR	<input type="text"/>	___	<input type="checkbox"/>	<input type="text"/>
DEX	<input type="text"/>	___	<input type="checkbox"/>	Armored
CON	<input type="text"/>	___	<input type="checkbox"/>	<input type="text"/>
INT	<input type="text"/>	___	<input type="checkbox"/>	Without Armor
WIS	<input type="text"/>	___	<input type="checkbox"/>	
CHA	<input type="text"/>	___	<input type="checkbox"/>	

Passive Wisdom (Perception)

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"/>

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:

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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