

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

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

INSPIRATION

PROFICIENCY BONUS

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

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

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:

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.

<input type="text"/>	<input type="text"/>	<input type="text"/>
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

PHYSICAL CHARACTERISTICS

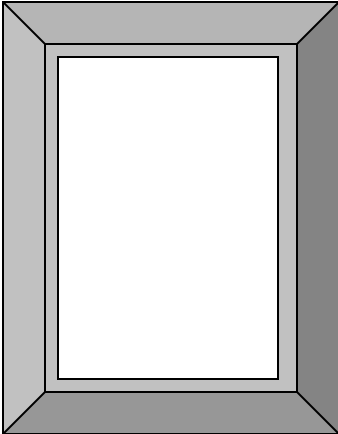
Age	<input type="text"/>	Gender	<input type="text"/>
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Height	<input type="text"/>	Weight	<input type="text"/>
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Eyes	<input type="text"/>	Hair	<input type="text"/>
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Skin	<input type="text"/>	Handedness	<input type="text"/>
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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

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

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: _____
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