

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
<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"/> <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

AMMO

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:	SAVES:
<input type="checkbox"/> Acrobatics Dex	
<input type="checkbox"/> Animal Handling Wis	
<input type="checkbox"/> Arcana Int	TOOLS:
<input type="checkbox"/> Athletics Str	
<input type="checkbox"/> Deception Cha	
<input type="checkbox"/> History Int	WEAPONS:
<input type="checkbox"/> Insight Wis	
<input type="checkbox"/> Intimidation Cha	
<input type="checkbox"/> Investigation Int	ARMOR:
<input type="checkbox"/> Medicine Wis	
<input type="checkbox"/> Nature Int	OTHER:
<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	

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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