

CHARACTER SHEET D&D 5E

CHARACTER

Player: _____		Name	_____	Race	_____	Sex	_____
Campaign: _____		Character Creation Date:	_____	Alignment	_____	Class	_____
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"/>
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

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

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

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

SHIELD _____	Weight	<u>AC</u>
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Protective Items	AC Bonus	Weight

Other Equipment			
ITEM	WT.	ITEM	WT.

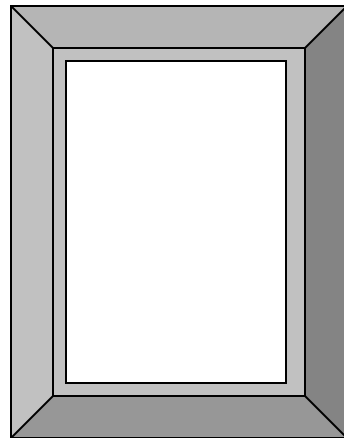
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

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

PHYSICAL CHARACTERISTICS

Age		Gender	
Height		Weight	
Eyes		Hair	
Skin		Handedness	

Physical Description



CHARACTER SKETCH

Languages	
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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

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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