

CHARACTER SHEET D&D 5E

CHARACTER

Player: _____

Campaign: _____ Character Creation Date: _____

Current XP: _____ Next Level Goal: _____

Name	_____	Race	_____	Sex	_____
Alignment	_____	Class	_____	Level	_____
Size	_____	Height	_____	Weight	_____
Speed	_____	Initiative	_____		_____

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

WEAPON

REACH or RANGE	<input type="text"/>	TYPE	<input type="text"/>	ABILITY	<input type="checkbox"/> STR <input type="checkbox"/> DEX
<input type="checkbox"/> PROFICIENCY	<input type="text"/>	MAGIC	<input type="text"/>	MISC.	<input type="text"/>
DAMAGE DICE	<input type="text"/>	<input type="text"/>	<input type="text"/>	MISC.	<input type="text"/>
ATTACK BONUS				DAMAGE BONUS	

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DAMAGE DICE	<input type="text"/>	<input type="text"/>	<input type="text"/>	MISC.	<input type="text"/>
ATTACK BONUS				DAMAGE BONUS	

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DAMAGE DICE	<input type="text"/>	<input type="text"/>	<input type="text"/>	MISC.	<input type="text"/>
ATTACK BONUS				DAMAGE BONUS	

WEAPON

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DAMAGE DICE	<input type="text"/>	<input type="text"/>	<input type="text"/>	MISC.	<input type="text"/>
ATTACK BONUS				DAMAGE BONUS	

AMMO

WEAPON

REACH or RANGE	<input type="text"/>	TYPE	<input type="text"/>	ABILITY	<input type="checkbox"/> STR <input type="checkbox"/> DEX
<input type="checkbox"/> PROFICIENCY	<input type="text"/>	MAGIC	<input type="text"/>	MISC.	<input type="text"/>
DAMAGE DICE	<input type="text"/>	<input type="text"/>	<input type="text"/>	MISC.	<input type="text"/>
ATTACK BONUS				DAMAGE BONUS	

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.

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

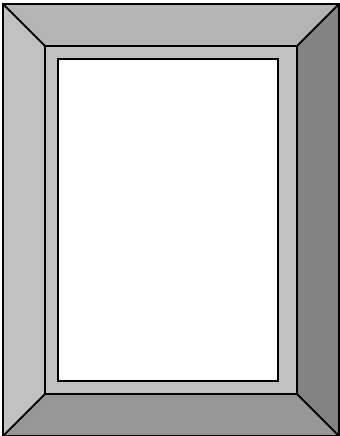
Age	<input type="text"/>	Gender	<input type="text"/>
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Height	<input type="text"/>	Weight	<input type="text"/>
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Eyes	<input type="text"/>	Hair	<input type="text"/>
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Skin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



CHARACTER SKETCH

Languages	<input type="text"/>
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Race & Subrace

Ability Score Increase based on race

Traits based on race

Proficiencies based on Race

Languages based on race

Background

Proficiencies based on Background

Languages based on background

Personality Traits

Ideals

Bonds

Flaws

Feature

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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