

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
STR			<input type="checkbox"/>
DEX			<input type="checkbox"/>
CON			<input type="checkbox"/>
INT			<input type="checkbox"/>
WIS			<input type="checkbox"/>
CHA			<input type="checkbox"/>

ARMOR CLASS

Armored

Without Armor

HIT POINTS

Current Hit Points

Temporary Hit Points

Hit Dice

Available Hit Dice

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

☐ Passive Wisdom (Perception)

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:

- ☐ 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:

Primary Ability:

Spell attack modifier

proficiency bonus + Primary Ability modifier

Number of Cantrips Known

1st

[illegible]