

# 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	

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

Passive Wisdom (Perception)

<b>HIT POINTS</b>	Current Hit Points	Temporary Hit Points
<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Hit Dice</b>	Available Hit Dice	
<input type="text"/>	<input type="text"/>	

<b>Death Saves</b>		
Pass	<input type="checkbox"/>	<input type="checkbox"/>
Fail	<input type="checkbox"/>	<input type="checkbox"/>

<b>Exhaustion</b>	
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**

<b>MELEE WEAPON</b>			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TYPE	DAMAGE	d	

<b>MELEE WEAPON</b>			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TYPE	DAMAGE	d	

<b>MELEE WEAPON</b>			
<input type="checkbox"/> PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TYPE	DAMAGE	d	

<b>RANGED WEAPON</b>			
<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

<b>RANGED WEAPON</b>			
<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

<b>SKILLS:</b>	<b>SAVES:</b>
<input type="checkbox"/> Acrobatics <b>Dex</b>	
<input type="checkbox"/> Animal Handling <b>Wis</b>	
<input type="checkbox"/> Arcana <b>Int</b>	<b>TOOLS:</b>
<input type="checkbox"/> Athletics <b>Str</b>	
<input type="checkbox"/> Deception <b>Cha</b>	
<input type="checkbox"/> History <b>Int</b>	<b>WEAPONS:</b>
<input type="checkbox"/> Insight <b>Wis</b>	
<input type="checkbox"/> Intimidation <b>Cha</b>	
<input type="checkbox"/> Investigation <b>Int</b>	
<input type="checkbox"/> Medicine <b>Wis</b>	<b>ARMOR:</b>
<input type="checkbox"/> Nature <b>Int</b>	
<input type="checkbox"/> Perception <b>Wis</b>	
<input type="checkbox"/> Performance <b>Cha</b>	<b>OTHER:</b>
<input type="checkbox"/> Persuasion <b>Cha</b>	
<input type="checkbox"/> Religion <b>Int</b>	
<input type="checkbox"/> Sleight of Hand <b>Dex</b>	
<input type="checkbox"/> Stealth <b>Dex</b>	
<input type="checkbox"/> Survival <b>Wis</b>	

Notes:

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# 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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