

CHARACTER SHEET D&D 5E

CHARACTER

Player:	Name	Race	Half-Orc	Sex	M						
Campaign:	Character Creation Date:	Alignment	CN	Class	Barbarian	Level	1				
Current XP:	Next Level Goal:	Size	M	Height	6'-6"	Weight	220	Speed	30	Initiative	+1

	Ability Score	Ability Modifier	Saving Throws	ARMOR CLASS
STR	17	+3	<input checked="" type="checkbox"/> +5	<input type="text" value="-"/> Armored
DEX	13	+1	<input type="checkbox"/> +1	<input type="text" value="13"/> Without Armor
CON	15	+2	<input checked="" type="checkbox"/> +4	
INT	8	-1	<input type="checkbox"/> -1	
WIS	12	+1	<input type="checkbox"/> +1	
CHA	10	0	<input type="checkbox"/> 0	

HIT POINTS

Current Hit Points:

Temporary Hit Points:

Death Saves

Pass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Available Hit Dice:

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

Passive Wisdom (Perception)

MELEE WEAPON greataxe (Heavy, two-handed)

Finesse Weapon

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text" value="2"/> + <input type="text" value="3"/> + <input type="text" value=""/>		<input type="text" value="+5"/>

TYPE: DAMAGE: +3

MELEE WEAPON handaxe

Finesse Weapon

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text" value="2"/> + <input type="text" value="3"/> + <input type="text" value=""/>		<input type="text" value="+5"/>

TYPE: DAMAGE: +3

MELEE WEAPON

Finesse Weapon

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

TYPE:

DAMAGE:

RANGED WEAPON javelins (4)

Thrown

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text" value="2"/> + <input type="text" value="3"/> + <input type="text" value=""/>		<input type="text" value="+5"/>

TYPE: RANGE: DAMAGE: +3

AMMO

RANGED WEAPON handaxe

Thrown

PROFICIENCY

STR	MAGIC	TOTAL ATK BONUS
<input type="text" value="2"/> + <input type="text" value="3"/> + <input type="text" value=""/>		<input type="text" value="+5"/>

TYPE: RANGE: DAMAGE: +3

AMMO

PROFICIENCIES

SKILLS:

- +3 Acrobatics **Dex**
- +1 Animal Handling **Wis**
- 1 Arcana **Int**
- +5 Athletics **Str**
- 0 Deception **Cha**
- 1 History **Int**
- +1 Insight **Wis**
- +2 Intimidation **Cha**
- 1 Investigation **Int**
- +1 Medicine **Wis**
- 1 Nature **Int**
- +1 Perception **Wis**
- 0 Performance **Cha**
- 0 Persuasion **Cha**
- 1 Religion **Int**
- +1 Sleight of Hand **Dex**
- +1 Stealth **Dex**
- +3 Survival **Wis**

SAVES:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Rage, Unarmred Defense

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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<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____
<input type="checkbox"/> Level: Spell: _____ Description: _____	<input type="checkbox"/> Level: Spell: _____ Description: _____

CHARACTER SHEET D&D 5E

CHARACTER

Player:	Name	Race	Human	Sex	M						
Campaign:	Character Creation Date:	Alignment	LG	Class	Cleric	Level	1				
Current XP:	Next Level Goal:	Size	M	Height	5'-8"	Weight	146	Speed	30	Initiative	-1

Ability Score	Ability Modifier	Saving Throws	
STR	15	+2	<input type="checkbox"/> +2
DEX	9	-1	<input type="checkbox"/> -1
CON	14	+2	<input type="checkbox"/> +2
INT	11	0	<input type="checkbox"/> 0
WIS	16	+3	<input checked="" type="checkbox"/> +5
CHA	13	+1	<input checked="" type="checkbox"/> +3

ARMOR CLASS

18

Armored

9

Without Armor

+13 Passive Wisdom (Perception)

HIT POINTS

10

1d8

Hit Dice

Current Hit Points

Temporary Hit Points

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

+2

MELEE WEAPON	mace		
<input type="checkbox"/> Finesse Weapon	STR	MAGIC	TOTAL ATK BONUS
<input checked="" type="checkbox"/> PROFICIENCY	2	2	+4
	TYPE	B	DAMAGE 6'd +2

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

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

RANGED WEAPON	light crossbow		
<input type="checkbox"/> Thrown	DEX	MAGIC	TOTAL ATK BONUS
<input checked="" type="checkbox"/> PROFICIENCY	2	-1	+1
	TYPE	P	RANGE 80/320
	DAMAGE	1 d 8	-1

AMMO

RANGED WEAPON			
<input type="checkbox"/> Thrown	DEX	MAGIC	TOTAL ATK BONUS
<input type="checkbox"/> PROFICIENCY			
	TYPE		RANGE
	DAMAGE	d	

AMMO

PROFICIENCIES	
SKILLS: <input type="checkbox"/> -1 Acrobatics Dex <input type="checkbox"/> +3 Animal Handling Wis <input type="checkbox"/> 0 Arcana Int <input type="checkbox"/> +2 Athletics Str <input type="checkbox"/> +1 Deception Cha <input checked="" type="checkbox"/> +2 History Int <input checked="" type="checkbox"/> +5 Insight Wis <input type="checkbox"/> +1 Intimidation Cha <input type="checkbox"/> 0 Investigation Int <input checked="" type="checkbox"/> +5 Medicine Wis <input type="checkbox"/> 0 Nature Int <input type="checkbox"/> +3 Perception Wis <input type="checkbox"/> +1 Performance Cha <input type="checkbox"/> +1 Persuasion Cha <input checked="" type="checkbox"/> +2 Religion Int <input type="checkbox"/> -1 Sleight of Hand Dex <input type="checkbox"/> -1 Stealth Dex <input type="checkbox"/> +3 Survival Wis	SAVES: TOOLS: None WEAPONS: All simple weapons ARMOR: Light armor, medium armor, shields OTHER:

Notes:

Warding Flare

ARMOR scale mail		Armor Class		16	
Category	Don	Doff	Strength	Stealth	Weight
Heavy	10 min	5 min	DA	13	55
SHIELD shield			Weight	6 A+2	

Protective Items		AC Bonus	Weight

Other Equipment			
ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

225 lbs.	450 lbs.	96.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

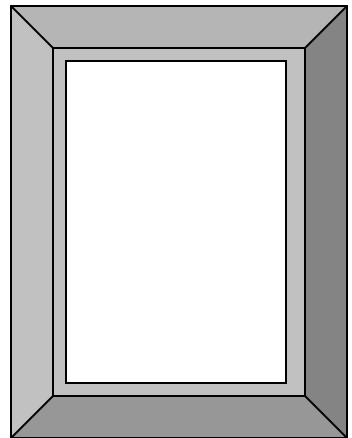
Lifestyle Modest Expenses/Day 1 gp.

Treasure CP _____ SP _____ EP _____ GP ¹⁵ _____ PP _____
Jewels & Gems
Magic Items
Other Items

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R.

Physical Description



CHARACTER SKETCH

Languages Common, Elvish, Dwarvish, Gnomish

Special Features

RACE and SUBRACE

Ability Score Increase based on race +1 to each

Proficiencies based on race none

Traits based on race Speed 30

Languages based on race Common + one

BACKGROUND acolyte

Proficiencies based on background Insight, Religion

Languages based on background Two of your choice

Equipment based on background holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits see omens in every event

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes
 Light Domain

Spellcasting

Primary Ability: Wisdom

Spell save DC 8 + proficiency bonus + Primary Ability modifier	+13
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Spell attack modifier proficiency bonus + Primary Ability modifier	+5
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Spell Slots and Castings

Number of Cantrips Known	3
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1st	2	2nd	3rd	4th	5th	6th	7th	8th	9th

Spellbook / Known Spells

<input checked="" type="checkbox"/> Level: 0 Spell: (bonus domain cantrip) light	<input type="checkbox"/> Level: 1 Spell: Protection from Evil and Good
Description:	Description:
<input checked="" type="checkbox"/> Level: 0 Spell: Guidance	<input type="checkbox"/> Level: 1 Spell: Purify Food and Drink
Description:	Description:
<input checked="" type="checkbox"/> Level: 0 Spell: Resistance	<input type="checkbox"/> Level: 1 Spell: Sanctuary
Description:	Description:
<input checked="" type="checkbox"/> Level: 0 Spell: Sacred Flame	<input type="checkbox"/> Level: 1 Spell: Shield of Faith
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Bane	<input checked="" type="checkbox"/> Level: 1 Spell: (bonus domain spell) burning hands
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Bless	<input checked="" type="checkbox"/> Level: 1 Spell: (bonus domain spell) faerie fire
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Command	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Create or Destroy Water	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Cure Wounds	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Detect Evil and Good	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Detect Magic	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Detect Poison and Disease	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Guiding Bolt	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Healing Word	<input type="checkbox"/> Level: Spell:
Description:	Description:
<input type="checkbox"/> Level: 1 Spell: Inflict Wounds	<input type="checkbox"/> Level: Spell:
Description:	Description:

CHARACTER SHEET D&D 5E

CHARACTER

Player:	Name	Race	Elf	Sex							
Campaign:	Character Creation Date:	Alignment	NG	Class	Ranger	Level	1				
Current XP:	Next Level Goal:	Size	M	Height	5'-6"	Weight	114	Speed	30	Initiative	+3

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	<input type="checkbox"/> +1
DEX	17	+3	<input type="checkbox"/> +3
CON	10	0	<input type="checkbox"/> 0
INT	13	+1	<input type="checkbox"/> +1
WIS	14	+2	<input type="checkbox"/> +2
CHA	8	-1	<input type="checkbox"/> -1

ARMOR CLASS

Armored

Without Armor

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

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

PROFICIENCY BONUS

Passive Wisdom (Perception)

MELEE WEAPON Shortsword

Finesse Weapon

PROFICIENCY

2	+	3	+		=	+5

TYPE DAMAGE +3

MELEE WEAPON _____

Finesse Weapon

PROFICIENCY

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>

TYPE DAMAGE d

MELEE WEAPON _____

Finesse Weapon

PROFICIENCY

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>

TYPE DAMAGE d

RANGED WEAPON Longbow

Thrown

PROFICIENCY

2	+	3	+		=	+5

TYPE RANGE DAMAGE +3

AMMO

RANGED WEAPON _____

Thrown

PROFICIENCY

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

+3 Acrobatics **Dex**

+4 Animal Handling **Wis**

+1 Arcana **Int**

+3 Athletics **Str**

-1 Deception **Cha**

+1 History **Int**

+2 Insight **Wis**

-1 Intimidation **Cha**

+1 Investigation **Int**

+2 Medicine **Wis**

+3 Nature **Int**

+4 Perception **Wis**

-1 Performance **Cha**

-1 Persuasion **Cha**

+1 Religion **Int**

+3 Sleight of Hand **Dex**

+5 Stealth **Dex**

+4 Survival **Wis**

SAVES:

TOOLS:

WEAPONS:
Simple weapons, martial weapons

ARMOR:
Light armor, medium armor, shields

OTHER:
Advantage on saving throws against being charmed. Magic can't put you to sleep.

Notes:

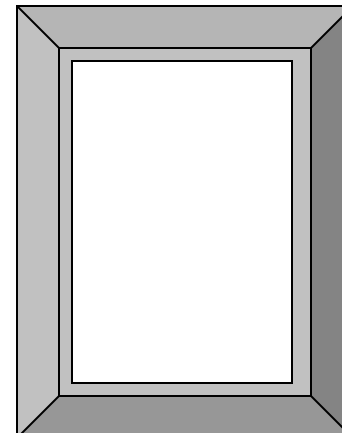
Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Favored Enemy, Natural Explorer

ARMOR	leather armor					Armor Class	11+d
Category	Don	DoFF	Strength	Stealth	Weight		
light	1 min.	1 min.	-	-	10		
SHIELD	none			Weight	AC		

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling
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Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other

BACKGROUND	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	

Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution
Feature:	Wanderer

Notes

Protective Items	AC Bonus	Weight

Other Equipment			
ITEM	WT.	ITEM	WT.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.
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Treasure	CP	SP	EP	GP 10	PP
Jewels & Gems					
Magic Items					
Other Items					
a trophy from an animal you killed					

ARMOR leather armor Armor Class <u>11+d</u>					
Category	Don	Doff	Strength	Stealth	Weight
light	1 min.	1 min.	-	-	10
SHIELD none				Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment			
ITEM	WT.	ITEM	WT.
fine clothes	6	backpack	5
belt pouch		10 pitons	2.5
rapier	2	hooded lantern	2
shortbow	2	tinderbox	1
quiver of 20 arrows	2	2 flasks of oil	2
two daggers	2	5 days of rations	10
thieves' tools	1	waterskin	5
Disguise kit	3	50 feet hemp rope	10
forgery kit	5	a bell	
		5 candles	
		crowbar	5
		hammer	3

180 lbs.

360 lbs.

78.5

CARRYING CAPACITY

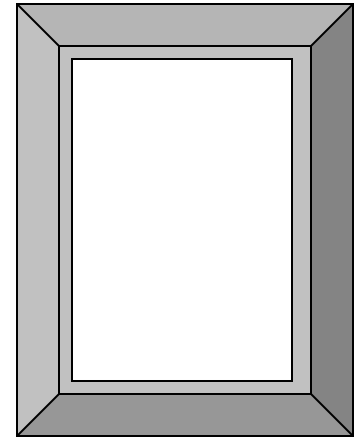
PUSH, DRAG, or LIFT

TOTAL WEIGHT CARRIED

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Scarlet	Hair	Vermilion
Skin	Crimson	Handedness	R

Physical Description
horns, 4' tail, pointed canine teeth



CHARACTER SKETCH

Languages	Common, Infernal, Elvish, Thieves' cant
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Special Features

RACE and SUBRACE Tiefling

Ability Score Increase based on race +1 Int, +2 Cha

Proficiencies based on race none

Traits based on race Darkvision, Hellish Resistance, Infernal Legacy

Languages based on race Common, Infernal

BACKGROUND charlatan

Proficiencies based on background Deception, Sleight of Hand

Languages based on background none

Equipment based on background Disguise kit, forgery kit

favorite scam: cheat at games of chance.

Personality Traits born gambler

Ideals Independence

Bonds I owe everything to my mentor

Flaws can't resist taking a risk if there's money involved.

Feature: False Identity

Notes

Lifestyle	Moderate	Expenses/Day	1 gp.
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Treasure	CP	SP	EP	GP ¹⁵	PP
Jewels & Gems					
Magic Items					
Other Items disguise kit, a deck of marked cards, bag of 1,000 ball bearings					

