CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	LG	Class	Monk	Level	1
Size	M	Height	5'-8"	Weight	148
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☑ +4
DEX	16	+3	☑ +5
CON	13	+1	☐ +1
INT	9	-1	☐ -1
WIS	15	+2	☐ +2
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1b8 **Hit Dice**

Available Hit Dice

Death Saves

Pass ☐☐☐

Fail ☐☐☐

INSPIRATION ☐

PROFICIENCY BONUS

+2

Exhaustion

Level	Effect
☐1	DA on ability checks
☐2	Speed halved
☐3	DA on attacks and saves
☐4	HP maximum halved
☐5	Speed reduced to 0
☐6	Death

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	3 +		= +5

TYPE P DAMAGE 1 d 6 +3

MELEE WEAPON unarmed strike

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	3 +		= +5

TYPE B DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE DAMAGE d

RANGED WEAPON dart

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	3 +		= +3

TYPE RANGE DAMAGE d +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

Notes:

Unarmored Defense, Martial Arts

Update Calculations Clear

ARMOR	none		Armor Class	AC	
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

210 lbs.	420 lbs.	68.5
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

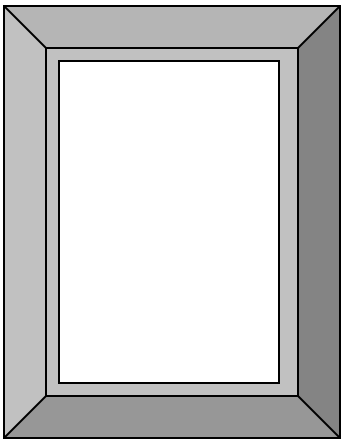
Other Items

A holy symbol (a gift to you when you entered the priesthood), a prayer book

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, Halfling

Special Features

RACE and SUBRACE Human

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

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes