

Filling in the D&D 5E Character Folio Box by Box

These instructions are for use with the D&D 5E Character Folio. You can download a free copy at <https://olddungeonmaster.com/>

OVERVIEW

My goal in creating this folio was twofold.

First: I wanted a simple character sheet to use at the gaming table that contained all of the information that I use 90% of the time with no more information than is necessary for play.

Second: I wanted to be able to trace every number on the character sheet back to where that number came from. For example if it says that I have a +5 to hit with a certain weapon, where did that number come from? Or, why do I have a +1 bonus to my ability saves?

These seemed to be mutually exclusive goals. My solution to this was this 8 page Character Folio. For the most part the information that you provide on the various pages provides the data that that is used to fill in the numbers on the Character Sheet, which is page 1 of the Folio. This includes plenty of room for notes wherever they might be useful.

This works just as well for single class as it does for multi class.

Most character sheets (including the previous ones I have made) that are made for multiclass are more complicated than necessary for a single class character. And those made for a single class don't work at all for a multiple class character. I tried hard to make this one work for both and still remain simple for single class characters.

You can fold them or cut them in half.

These pages are sized to print on 8 1/2" x 11" paper. There is a horizontal line in the center of each page. You can fold the page along this line, or cut the page in half along this line turning these into 8 1/2" x 5 1/2" sheets.

You can turn off the lines.

On each page, wherever you can enter notes, there are lines you can use. These lines are on a separate layer for each page. If you are not filling these pages in by hand, you may want to turn off these layers. (How to turn layers off varies with the PDF viewer you are using - you can look up how to do that on-line.)

You also need a Class Reference Sheet.

In addition to this Character folio, you need a separate sheet for spells and other information in regard to your specific class and subclass. I have created "D&D 5E – Class Reference Sheets" as a companion to the Character Folio.

You can download a free copy of these at <https://olddungeonmaster.com/>

Why all the colors in this document?

Black	If you print out a blank copy of the folio and fill it out with a pencil, all the instructions you need are in black text. If you are filling it out on your computer, the text in black will tell you how to fill in the boxes that are not filled in for you. It may also contain information on how the values are calculated.
Red	The boxes that the computer will fill in for you are shown in red text.
Blue	Blue text includes additional information you may need to fill out the pages on your computer.
Brown	Tips and additional information is shown in brown text,

Where should I start?

I recommend that you start by filling in the "Abilities" and then the "Class & Hit Points" boxes on the "Skills and Abilities" sheet (page 3). Most of the boxes on the first page and several on the other pages are "read only". They don't allow you to enter values there because they are calculated for you, and most of the calculations use some information gathered from one of these two boxes.

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Character Sheet (page 1)

Little Grey Boxes

You will notice small grey boxes at various locations on the character sheet. If you enter a number in one of these boxes this number will be added (or subtracted if you enter a negative number) to the adjacent score or modifier. These are for those times when you need to make a (usually short-term) adjustment to that number. This might be because of a spell or other condition of the game.

Player: This is you

Character Name: This is the name you give to your character. This name will appear in the same box on all of the other sheets as well. Any change you make on any of the sheets will appear on all of them.

Race: Enter your character's race here. The *Player's Handbook* (PHB) contains information for all of the standard races: Dwarf, Elf, Halfling, Human, Dragonborn, Gnome, Half-Elf, Half-Orc, and Tiefling. This folio makes no assumptions regarding race, so you can use it with non-standard races as well. You can also enter your characters race in the "Race" section on the "**Character Description**" sheet (page 3).

You can enter it on either page and it will appear on both.

Class: Enter your character's class. If you have a multiclass character enter the level for each class after the name of the class.

The classes and the level for each will be filled in for you based on what you enter in the "CLASS & HIT POINTS" box on the "**Skills and Abilities**" sheet (page 3). Levels in "Eldritch Knight" or "Arcane Trickster" will be listed here as additional levels of Fighter or Rogue but the "**Spell Slots and Castings**" box will be updated.

Alignment: Enter your character's alignment. The standard alignments are: Lawful good (LG), Neutral

good (NG), Chaotic good (CG), Lawful neutral (LN), Neutral (N), Chaotic neutral (CN), Lawful evil (LE), Neutral evil (NE), and Chaotic evil (CE).

Size: Enter your character's size. Gnomes and Halflings are small (S), all other standard races are medium (M). This is not filled in for you because you may use a non-standard race.

Speed: Enter your character's speed. Your walk speed is the number of feet you can move in one combat round. The speeds for the standard races are: Dwarf 25 (not reduced by wearing heavy armor), Elf 30, Wood Elf 35, Halfling 25, Human 30, Dragonborn 30, Gnome 25, Half-elf 30, Half-Orc 30, and Tiefling 30.

The various speeds your character may have (walk, fly, climb or burrow) will be filled in for you based on what you enter in the "SPEEDS" box on the "**Skills and Abilities**" sheet (page 3).

XP: Enter your current number of experience points here. If your game uses Milestones you can leave this blank.

Level: This is your character's current level. If your character has levels on two or more classes, this will be the total of all of those levels.

Your characters level will be filled in for you based on what you enter in the "CLASS & HIT POINTS" box on the "**Skills and Abilities**" sheet (page 3).

Background: Enter a short (typically one or two words) description of your character's background. This will be filled in for you based on what you enter on the first line in the "Background" section on the "**Character Description**" sheet (page 2).

Languages: Enter a list of all of the languages your character knows.

These languages will be filled in for you based on what you enter in the "LANGUAGES" box on the "**Skills and Abilities**" sheet (page 3). Some of these may also be entered on the appropriate lines in the "Background" and "Race" sections on the "**Character Description**" sheet (page 2).

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Ability Score & Modifier: For each of the abilities (STR Strength, DEX Dexterity, CON Constitution, INT Intelligence, WIS Wisdom, CHA Charisma) enter the ability score followed by its modifier. For example; an ability score of 18 would be listed as 18 (+4). The modifier is determined by subtracting 10 from the ability score and then dividing the result by 2 (rounding down). Or you can simply look it up on the table in the PHB.

Your characters ability scores and modifiers will be filled in for you based on what you enter in the “ABILITIES” box on the “Skills and Abilities” sheet (page 3).

Saving Throw Modifier: Enter the saving throw modifier for each ability. This is the same as the ability modifier unless your character is proficient in that ability’s saving throw. In that case your proficiency bonus is added to the ability modifier to get your saving throw modifier.

Your characters saving throw modifiers will be filled in for you based on what you enter in the “ABILITIES” box on the “Skills and Abilities” sheet (page 3).

Hit Points: The heart shaped box is where you enter your maximum hit points.

Your characters total hit points will be filled in for you based on what you enter in the “CLASS & HIT POINTS” box on the “Skills and Abilities” sheet (page 3).

Injuries: As your character takes damage, he loses hit points. You can use this box to track the damage.

Temporary Hit Points: Some magic spells or other game effects can grant your character what are called “temporary hit points.” You can list these here and track their loss. You lose these before you lose regular hit points. You lose any remaining temporary hit points after finishing a long rest.

Hit Dice Total: Enter the number and type of hit die your character has in this box. At first level your character has 1 hit die. The hit die type depends on your character’s class; Barbarian d12, Bard d8,

Cleric d8, Druid d8, Fighter d10, Monk d8, Paladin d10, Ranger d10, Rogue d8, Sorcerer d6, Warlock d8, and Wizard d6. You get one hit die for each level you have in each different class.

The number and type of hit dice you have will be filled in for you based on what you enter in the “CLASS & HIT POINTS” box on the “Skills and Abilities” sheet (page 3).

Hit Dice Used: You can use this space to keep track of the number and type of hit die you have left to use. At the end of a short rest, you can roll one or more of your hit dice and, for each die rolled, recover the indicated number of hit points plus your character’s CON modifier. After a long rest, you regain a number of hit die equal to half your total number of them, or a minimum of one hit die.

Armor Class: Enter your armor class in the shield shaped box.

Your armor class will be filled in for you based on what you enter in the “ARMOR” box on the “Weapons and Armor” sheet (page 4). Also the AC listed here will change depending on whether or not your armor and/or your shield is marked as “equipped” on the “INVENTORY” list (refer to that section below).

Ideals, Bonds, Flaws: In each of these three boxes you may enter a one line description of your character’s ideals, bonds, and flaws based on his or her background.

Whatever you enter here will also appear on the first line following that word in the “Background” section on the “Character Description” sheet (page 2). You may either enter it here or on that sheet.

Skills: This large box is where you track the modifier you use when your character must make a skill check. Each skill uses one of your 6 abilities. The associated ability is listed to the left of the name of the skill. When you make a skill check you can add the associated ability score’s modifier to your roll. Enter that number on the line to the left of the skill name.

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But wait, your character will have proficiency in certain skills. For each skill you are proficient in, fill in the circle by that skill and add your proficiency bonus to the ability modifier.

There's still more; your character may be an expert in a skill. If you have expertise in a skill, fill in the diamond and add your proficiency bonus again (double your proficiency bonus).

And there is one more thing. It may be that your character has the "Jack of all Trades" feature. If he does then check that box and add half your proficiency bonus, rounded down, to every skill you don't have proficiency in.

If your armor gives you disadvantage on Dexterity (Stealth) checks, put a check mark in the box beside Stealth as a reminder.

The numbers will be filled on for you depending on your ability modifier, your proficiency bonus (refer to proficiency bonus below) and whether or not you have checked the proficiency, expertise and/or Jack of all Trades boxes. The Stealth's Disadvantage check box will not be automatically checked

Weapon: In each of the 5 weapon boxes, you can enter the weapon's name on the line.

In the space below the weapon name there is a space between two parentheses where you can write the weapon's **range**. Write your "**to hit**" and "**damage**" numbers in those boxes. You can also enter this information along with more information regarding each weapon on the "**Weapons and Armor**" sheet (page 4).

The information you enter on either sheet will appear on both. The weapon's "to hit" and "damage" boxes will be filled in for you based on what you enter in the "WEAPON" box for each weapon on the "**Weapons and Armor**" sheet (page 4).

AMMO: There is room here for you to mark off up to 40 pieces of ammunition (such as arrows) as you use them.

You can click on these boxes to check or uncheck them. Checking or unchecking boxes here does not change quantities on the INVENTORY section.

Carry: Enter your carrying capacity (15 times your Strength score). If some feature of the game provides you with double your normal carrying capacity check the small box labeled "X2" and multiply your Strength score by 30.

Your carrying capacity will be calculated and filled in here. It will be doubled if you click the X2 box.

Push, Dag, or Lift: Enter twice your Carrying Capacity.

This will be calculated and filled in for you.

Long Jump, Running: Enter your STR score in feet.

This will be calculated and filled in for you.

Long Jump, Standing: Enter 1/2 your STR score rounded down in feet.

This will be calculated and filled in for you.

High Jump, Running: Enter 3 + your STR modifier in feet.

This will be calculated and filled in for you.

High Jump, Standing: Enter 1/2 your running high jump rounded down.

This will be calculated and filled in for you.

Proficiency Bonus: Enter your proficiency bonus here. It starts out as +2 at first level and increases as you advance in level.

This will be calculated based on your character level and filled in for you.

Initiative Modifier: Enter your initiative modifier here. Unless you have some feature or ability that affects this, your initiative modifier is the same as your Dexterity modifier. When you roll for your character's initiative at the beginning of combat, you add this to your initiative roll.

This will be calculated based on your character level and filled in for you.

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Inspiration: You can use this check box to keep track of whether or not you currently have inspiration. The DM may give you “inspiration” from time to time. You either have inspiration or you don’t. If you have it, you can “spend” it to give your character advantage on an attack roll, saving throw, or ability check.

[You can click on this box to check or uncheck it.](#)

Passive Perception: Your passive perception bonus is what you would get if you rolled a 10 on a WIS (Perception) check and applied your bonuses. (Refer to SKILLS above.)

[This will be calculated and filled in for you.](#)

Vision: Fill in the circle next to the type of vision your character has, and its range.

Normal Vision: Unless your character is blinded for some reason, almost everyone has normal vision.

Dark Vision: Many races also have dark vision. If yours does, fill in the circle and enter how far you can see with it (typically 60 ft.).

Blindsight: If your character has blindsight fill in the circle and enter how far you can see with it.

Truesight: Your character is not likely to have this but if he does, fill in the circle and enter how far you can see with it.

Tremorsense: It is extremely unlikely that your character will get this but if he does, fill in the circle and indicate how far you can see with it.

[You can fill out his information here or in the “Vision” box on the “Skills and Abilities” sheet \(page 3\).](#)

Spell Slots and Castings:

NOTE: This box will be covered with an illustration if your character can’t cast spells.

Or, to be specific, if you have selected one or more classes in the “CLASS & HIT POINTS” box on the “Skills and Abilities” sheet (page 3) and you have no “Spellcasting” class feature spell slots. This box will also be covered if the only spells you can cast don’t use spell slots or if your spellcasting ability is only as a Warlock.

If you have the “Spellcasting” class feature, you can use this to list the number of spell slots you have available for each spell level and check them off as you use them.

[Your number of available spell slots will be calculated and filled in here. You can click on the circles to check them as you cast spells using these spell slots.](#)

Traits - Feats - Features: List the name of each of your character’s traits, feats and features. If you are using my “D&D 5E – Class Reference Sheets” you can leave off all of the traits and features that you receive from your class. [These will be filled in for you based on the names you enter in the boxes on the “Traits - Feats - Features” sheet \(page 5\).](#)

Proficiencies: List the tools, weapons, armor and other items your character has proficiency in. When you make an ability check to use these you can add your proficiency bonus to the roll. The exception is with proficiency with armor which is handled differently.

[These will be filled in for you based on the way you filled in the “PROFICIENCIES” box on the “Skills and Abilities” sheet \(page 3\).](#)

To calculate Spell Slots: Add together all your levels in the bard, cleric, druid, sorcerer, and wizard classes. If you have two or more levels in the paladin class or in the ranger class, add half these levels (rounded down). If you have three or more levels in the fighter (eldritch knight) class or in rogue (arcane trickster), add one third of these levels (rounded down). If you have one or more levels in the artificer class, add half these levels (rounded up). Use this total to determine your spell slots by consulting the “Multiclass Spellcaster: Spell Slots Per Spell Level” table (PHB p. 165).

Note regarding Warlocks: Warlocks do not have the Spellcasting class feature. Their spells come from the “Pact Magic” class feature. You can use a warlock class page from one of my “D&D 5E – Class Reference Sheets” to list and track warlock spell slots separately from the spell slots on this page.

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INVENTORY (bottom of page 1)

Each of the items that you list on this section has 4 boxes for entering information and 4 check boxes - a hexagon and an oval on the left and a diamond and a circle on the right.

The hexagon: Checking this box indicates that the item is being worn or is equipped.

If this box is checked by your armor or shield it indicates that it is being used and your armor class (AC) will change accordingly. Unchecking it will remove its bonus from your Armor Class.

The oval: checking this box indicates that you are currently carrying this item and its weight will be included in the "Total Weight Carried" at the bottom of this table.

If this box is checked the weight of the item is added to the total weight carried.

The diamond: checking this box (or filling in the diamond) indicates that this is a magic item.

The circle: checking this box (or filling in the circle) indicates that you are attuned to this magic item. At the top of this list, next to the word "Attuned" there is a line where you can list the number of items you are attuned to. The "of 3" is just a reminder that you can attune to a maximum of 3 magic items.

This number is calculated and filled in for you depending on the number of these circles you have selected.

The row for each item is divided into 4 boxes. From left to right, the boxes are these:

Quantity (box 1): This box is for listing how many of these things you have. You can leave this box blank if you only have 1.

If you enter 1 or 0 in this box it will remain blank. If the item name is filled in it is assumed that you have at least one.

Name (box 2): The name of the item.

Armor & Shield: For your armor or your shield you can select it from the drop-down list. The weight will be entered automatically and your armor class calculated. The armor type will also be displayed in the "ARMOR" box on the "Weapons and Armor" sheet (page 4). Alternately, if you enter your armor there it will also appear here. Additional adjustments to your armor class can also be made on the "Weapons and Armor" sheet.

Other Items: For all of the other items, the name you enter here will also appear in item box on the "Inventory - Sheet 1", "Inventory Sheet -2", or "Inventory Sheet 3" sheet (page 6, 7 or 8). Conversely, if you enter an item name in an item box on one of those pages it will also appear here.

Value (box 3): This is for the value (in gold pieces) of a single one of these items.

1cp = .01gp, 1sp=.1gp, 1ep=.5gp, 1pp=10gp

What you enter here will also appear in item box on the "Inventory - Sheet 1", "Inventory Sheet -2", or "Inventory Sheet 3" sheet (page 6, 7 or 8).

Weight (box 4): The weight of a single one of these items in pounds (lbs.). For the **COIN PURSE** enter the weight of your coins (listed below). 50 coins, regardless of denomination, weighs 1pound.

The weight you enter for each of the other items should be the weight of a single one of these items. The weight for the coin purse is filled out for you based on the number of coins you have listed below. All the weights displayed are the weights rounded down to the nearest whole number of pounds. The actual weights can be seen if you click and hold on a weight, and that actual weight will be used when calculating the total weight.

TIP (1): If you have items in a *Bag of Holding*, unclick the oval beside each of the items in the bag to prevent their weight from being added to the total weight carried.

TIP (2): You can combine related items into a single title and list them individually in that box on an **Inventory Sheet**. For example, on the first line

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under the Shield line you might list a **Dungeoneer's Pack** and on the “**Inventory - Sheet 1**” (page 5) you can have item 1 listed as a “Dungeoneer's Pack” and in the description you could list: “backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, and 50 feet of hempen rope”. You could then add up the total weight of all these items and enter it as this item's weight.

Total GP value Carried: Add up the value of everything you are carrying. This is filled out for you, adding together the value of all of the items that have a check mark in their “carried” check box. This uses their actual values and rounds the value down to the nearest gp.

Total Weight Carried: Add up the weight of everything you are carrying. This is filled out for you, adding together the weight of all of the items that have a check mark in their “carried” check box. This uses their actual weights and rounds the value down to the nearest pound.

COINS: enter the number of each type of coin you have in your coin purse.

There are two non-printing boxes at the bottom of page one.

Update Calculations

All of the information that is filled in automatically for you should update whenever you make any change. Sometimes it doesn't. You can press this button to force the form to update all of the calculated fields.

Clear

CAUTION: Do not press this unless you want to erase everything from all of the fields on all pages. If you press it by accident, you may be able to recover the lost information if you press CTRL Z. This button is useful for clearing all fields and starting over, or before printing a blank form to fill out by hand.

Character Description (page 2)

CHARACTER SKETCH

Draw a picture of your character in the frame. If you are using Adobe Reader, you can click on the image area and it will pop-up a “Select Icon” menu. You can use this to browse your computer for an image to place in this area. There are many good character sketches available on-line. The image must be in PDF file format. There are free utilities available that you can use to convert image files into PDF format.

PHYSICAL CHARACTERISTICS

Age, Eyes, Hair, Height, Weight, Skin: You can use the description of your character's race in the *Player's Handbook* as a guide.

Gender, Handedness: your choice. There is no game advantage or penalty regardless of your choice.

Physical Description: List distinguishing features- scars, tattoos, etc. The text will shrink and additional lines will be added as you type.

Race

Enter your character's race and the ability adjustments, traits, proficiencies and languages you get based on that race. Be sure to show all of the features of your race in the appropriate spots on the other pages of the folio.

The race you enter here will also appear on page 1.

Background

Enter your character's background and the proficiencies, equipment, Languages, Personality, Ideals, Bonds, Flaws and features you get based on that background. Be sure to show all of the features of background in the appropriate spots on the other pages of the folio.

The background you enter here will also appear on page 1.

Backstory

This is where you can tell your characters story. Where he or she came from and why they are here.

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Skills and Abilities (page 3)

SKILLS

This is where you can keep track of each skill you are proficient in, where you got that proficiency and what level you were when you got it.

To the left of each skill is a circle and a diamond.

Circle: Check or fill in the circle if you are proficient in the skill.

Diamond: Check or fill in the diamond if you have expertise in the skill.

Rectangle: Next to the circle and the diamond is a rectangle. In the rectangle enter the level your character was when he obtained this proficiency.

Source: Beside the rectangle is a space for you to enter where you received this proficiency. Enter an **R** if you got it from your race, a **C** if from your class, a **B** for your background, or an **O** if it came from some other source.

When you click on one of the circles or diamonds it will fill in here and on page 1. You can select the source from drop-down boxes.

Notes: This area can be used to explain your “other” sources.

VISION

This is where you indicate your character’s various types of vision.

To the left of each speed is a circle.

Circle: Check or fill in the circle if you have this type of vision.

Range: on the line beside the vision type, enter the range of that vision type.

Everything in this box (with the exception of the notes) is duplicated on page 1. You can enter it on either page.

Notes: You might want to enter where you received a particular type of vision.

SPEEDS

This is where you can keep track of all of your character’s speeds and any modifiers to those including where these came from and when.

Enter your character’s walking speed (often referred to as simply your speed) in the box to the right. If you get a modifier to that speed for any reason,

enter that into the next box down.

Enter any other speeds you have and their modifiers.

Each movement type that you enter a speed for will be listed on page 1 along with its speed which will include any modifiers you have listed.

Notes: Use the notes section to list where the movement types and modifiers you have come from.

CLASS & HIT POINTS

Starting with level 1, whenever you attain a new level, indicate what class you will be using, and the hit die (HD) you will be gaining. In the box under HP enter the number of hit points you gain this level. In the box under CON, enter your Constitution Modifier. Add these two together and enter the total in the box to the far right.

For levels beyond the first, add all of the total from all levels and enter that grand total in the box at the bottom of the list. This is your total hit points. Copy this number into the heart on the Character Sheet (page 1).

If your CON Modifier changes, change it in all of the boxes, starting with the one for level 1, and re-do all of the calculations.

You can select your class from a drop-down box.

The only sub class options are for Eldritch Knight and Arcane Trickster. These are the spellcasting subclass of the Fighter and the Rogue class. This is necessary for calculating spell slots if you have one of these sub classes. These will be added to your other Fighter or Rogue levels for calculating your total Fighter or Rogue level.

The maximum HP is calculated and entered for the first level only. You must enter the HP you receive for each additional level. The HD value for the class and your CON Modifier is entered for you. Your current CON Modifier is used for all levels.

Your HP total is calculated and entered for you here and on page 1.

Notes: You might want to enter the reasons for any new classes you add.

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PROFICIENCIES

This is where you can keep track of each item type you are proficient in, where you got that proficiency and what level you were when you got it.

To the left of each item is a circle and a rectangle.

Circle: Check or fill in the circle if you are proficient in this item type.

Rectangle: In the rectangle enter the level your character was when he obtained this proficiency.

Source: Beside the rectangle is a space for you to enter the source, or from where you received this proficiency. Enter an **R** if you got it from your race, a **C** if from your class, a **B** for your background, or an **O** if it came from some other source. You can select the source from a drop-down box. All of the items you are proficient with will be listed on the Character Sheet (page 1).

There are 6 boxes for adding additional items. One at the end of each item category. These will also be listed with your other proficiencies on page 1.

TIP: If you are proficient with all simple weapons, or all martial weapons, just check that you have proficiency with *Simple W.* or *Martial W.* - there is no need to indicate proficiency with each individual weapon.

Notes: This area can be used to explain your “other” sources.

ABILITIES

This is where you can keep track of each of your ability scores and saving throw bonuses. You will be able to see what your ability scores were originally and each change to that score - what level you got the score improvement and what the source was. You can track your saving throw proficiencies and bonuses the same way.

Score generation method: Explain how you got your base ability scores. This will typically be: “Best of 4d6” (Roll 4d6 and discard the lowest), “Standard Array”, or “Point Buy”. You can select one of these methods, or “Other” from the drop-down box.

Base: Under each of the abilities enter the score you first assigned to that ability.

Ability modifiers: The next 9 rows are for tracking ability modifiers (usually increases). Starting at

level 1, enter **1** in the rectangle to indicate that this was acquired at level 1, then enter **R** (for race) in the space for entering the source. Then, under the appropriate abilities, enter the ability adjustments you receive for that race.

Whenever you receive ability adjustments, enter your level, and the source of the adjustment (**R** for race, **C** for class, **B** for background, or **O** for other) on another line along with the adjustment under the appropriate abilities.

You can select the source from a drop-down box. These ability adjustments will be added to your base ability scores and the totals will be displayed on page 1.

Saving Throw Proficiencies: There are 3 rows for tracking saving throw proficiencies. If your class grants you saving throw proficiency in one or more ability, on one of these lines enter your character layer when you first added a layer in this class, enter **C** in the source space, and check or fill in the circles under those abilities.

Saving throw Modifiers: On the last line, enter the layer your character is when you receive these modifiers and under each ability enter the modifier. Each of your ability saving throw modifiers listed on page 1 will be calculated based on that ability score’s modifier with your proficiency bonus added if you are proficient and then it adds the modifier you have listed here.

Notes: This area can be used to explain your “other” sources and where you received your saving throw modifiers.

LANGUAGES

This is where you can keep track of where you received knowledge of each of your languages. Enter the languages you know next to “**Race**”, “**Class**”, “**Background**”, or “**Other**” depending on where you received the language. These can be entered here or in the Race, Class or Background section on the “**Character Description**” sheet (page 2) - they will appear in both places. All of your languages will be listed together on page 1. For the list to be formatted well on page 1 you should enter a comma and a space between multiple languages.

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Weapons and Armor (page 4)

For listing and describing your weapons and armor.

Notes:

There are two large areas for notes on this page. You can use these to describe the special properties of magical weapons and/or descriptions and stories of when and where any special weapons or armor were obtained.

WEAPON BOXES

You should fill out the **CLASS & HIT POINTS** and **ABILITIES** boxes on page 3 “**Skills and Abilities**” before you enter your weapons for the bonuses to be applied correctly.

For each weapon box

Type: Enter the type or name of the weapon. Then enter it for this weapon on page 1. [You can enter this here or on page 1 and it will appear on both pages.](#)

Description: You can list the weapon properties here.

Reach or Range: You can leave this blank if it has a standard reach of 5 ft. [You can enter this here or on page 1 and it will appear on both pages.](#)

Are you proficient with this? Check here if you are.

No ability modifier to damage. Only check here if you are two weapon fighting and this is your second weapon. [If this is checked then your ability modifier will not be applied to the damage.](#)

Boxes on the left

Proficiency Bonus: If you have proficiency with this type of weapon, enter your proficiency bonus. [If you have indicated above that you are proficient with this weapon, your proficiency bonus will be entered for you here.](#)

Ability Modifier: Write which ability you are using for this weapon. This will normally be your STR modifier if it is a melee weapon or your DEX modifier if it is a range weapon. [Select the ability to use from the drop-down box. This ability modifier will be entered for you.](#)

Magic Bonus: If this is a magical weapon or you are receiving a bonus to hit from a spell or some

other magical effect, enter that here.

Other Modifiers: If you are receiving a bonus to hit with this weapon from some other feature of the game, enter that here.

Total Attack Bonus: Enter the total of all the boxes above. Then enter this number in the TO HIT box for this weapon on page 1. [This will be calculated and entered for you here and on page 1.](#)

Boxes on the right

Damage Die Type & Number: Enter the damage this weapon does as indicated on the “WEAPONS” table in the PHB. For example, if this is a longsword you would enter “1d8” (without the quotes).

Ability Modifier: Enter your ability modifier here unless this is your off-hand weapon. [This ability modifier will be entered for you unless you indicated above to not ability modifier to damage.](#)

Magic Bonus: If this is a magical weapon or you are receiving a damage bonus from a spell or some other magical effect, enter that here.

Other Modifiers: If you are receiving a damage bonus with this weapon from some other feature of the game, enter that here.

Total Damage: Enter the total of all the boxes above. Then enter this number in the DAMAGE box for this weapon on page 1. [Example: If this is a +1 longsword and your strength score is 18 you would have a “1d8” damage + “4” ability modifier + “1” magic bonus, so your total damage will be “1d8 + 5”. This will be calculated and entered for you here and on page 1.](#)

Notes: A place to say where your “other modifiers” came from, or any other information about this item. Especially if it is a magic item with additional properties.

ARMOR

You should fill out the **CLASS & HIT POINTS** and **ABILITIES** boxes on page 3 “**Skills and Abilities**” before you enter your armor for the bonuses to be applied correctly.

PLEASE NOTE: [Your armor class listed in the Heart on page 1 will show your unarmored AC unless or until the hexagon beside your armor](#)

Filling in the D&D 5E Character Folio Box by Box

and/or shield on the Inventory list is checked, indicating that it is currently being worn.

Type: Enter the type of armor you have (if any). Then enter it on page 1.

Select the armor type from the drop-down menu. It will appear here and on page 1.

Description: Enter the description of the armor. This will be entered for you depending on the armor type you have selected.

Don: and **Doff:** Enter how long it takes to put on (don) or take off (doff) your armor. Refer to page 146 in the PHB.

This will be entered for you.

Weight: Enter the weight of the armor.

This will be entered for you.

Boxes on the left

Armor Class (AC): Enter the AC you get for wearing this armor before adding any modifiers. For example, for Leather armor enter “11” (without the quotes).

This will be entered for you.

DEX MODIFIER: If this is light armor, enter your dexterity modifier. If this is medium armor enter your dexterity modifier up to a maximum of +2. If this is heavy armor leave this box blank.

This will be entered for you.

Magic Bonus: If this is a magical armor or you are receiving an AC bonus from a spell or some other magical effect, enter that here.

Other Modifiers: If you are receiving an AC bonus from some other feature of the game, enter that here.

ARMORED ARMOR CLASS: Add the armor’s AC and all of the bonuses to your AC and enter the total here, and in the AC heart on page 1 if wearing this armor.

This will be calculated for you.

Strength Requirement: If this is Chain mail enter 23. If this is Splint or Plate armor enter 15.

Otherwise leave it blank.

This number will be entered for you if it applies, but your speed will NOT automatically be adjusted. Go to page 3 and add the modifier to your speed if it applies to your character.

Stealth: Enter “Disadvantage” here if the armor is Padded, Scale mail, Half plate, Ring mail, Chain mail, Splint, or Plate armor. Otherwise leave it blank.

This will be entered for you if it applies.

Boxes on the right UNARMORED

10: You start out with an AC of 10 so this is included on the blank sheet.

DEX MODIFIER Enter your Dexterity Modifier.

This will be entered for you.

CON MODIFIER: If you have one or more levels in the Barbarian class, enter your Constitution Modifier here.

This will be entered for you if it applies.

WIS MODIFIER: If you have one or more levels in the Monk class, enter your Wisdom Modifier.

This will be entered for you if it applies.

Magic Bonus: If you are receiving an AC bonus from a spell or some other magical effect, enter that.

Other Modifiers: If you are receiving an AC bonus from some other feature of the game that applies when you are not wearing armor, enter that here.

UNARMORED ARMOR CLASS: Add all the modifiers to 10 to get your unarmored AC. Enter that here, and in the AC heart on page 1 if not wearing armor. This will be calculated for you.

SHIELD

Type: Enter the type of shield you have (if any).

Then enter it on page 1.

Select the shield type from the drop-down menu. It will appear here and on page 1

AC: 2 Using a shield will give you an AC bonus of 2 so this is included on the blank sheet.

Magic Bonus: If this is a magical shield or you are receiving an AC bonus from a spell or some other magical effect, enter that here.

Other Modifiers: If you are receiving an AC bonus from some other feature of the game, enter that here.

TOTAL: Add these together and enter the total here. If you are using your shield, add this to your AC on page 1.

This will be calculated for you.

NOTES: A place to explain “other modifiers” and

Filling in the D&D 5E Character Folio Box by Box

describe other features of your armor or your shield.

Traits - Feats - Features (page 5)

Here you can describe up to 12 traits, feats, and features that your character has. If you need more, there is a separate blank “Traits - Feats - Features” page available for you to download.

In each box

Name: Enter the name of the trait, feat or feature.

The names you enter here will be listed on page 1.

Page: Enter the page number where the description can be found. If this is not described in the Player’s Handbook you should include the book it comes from in the description.

Description: Enter the description.

Additional lines will be added as you type.

Check Boxes: there are 6 check boxes beside each text box. You can use these to check off uses or for any purpose you choose.

Click on these boxes to add or remove check marks.

Inventory - Sheets 1, 2 and 3 (pages 6, 7 and 8)

Here you can list and describe your weapons, equipment, loot, magic items and other treasure.

The box numbers relate to the inventory area on page 1, down on the left column and then right one.

Item: The name of the item.

Quantity: How many of these do you have?

GP Value of one: The value of the item. This can be what you paid for it or what you can sell it for, or you can leave this blank if you have no need for this information.

Weight in lbs.: The weight of one of these.

Hexagon check box: check here if this item is Equipped or Worn.

Oval check box: Check here if you are carrying this item and want its weight to be included in “total weight carried”.

Diamond check box: Check or fill in this box if this item is magical.

Circle check box: Not all magic items require you

to be attuned to it. If this one does and you are attuned to it, check or fill in this circle.

Description: Enter a description of the item here. When you enter the information here for an item, everything except the description will also appear on the inventory list on page 1.

Notes: (on page 8)

Here you have lots of room to add additional descriptions or information regarding where you obtained items, or other item related information or stories.

Here are some more tips:

- Don’t forget to download your “D&D 5E – Class Reference Sheets” for each **Class and Subclass**. You can download free copies of these at <https://olddungeonmaster.com/>
- You can download “DnD 5E Traits - Feats - Features” at <https://olddungeonmaster.com/> which is identical to page 5 of the Character Folio, if you need room to list more feats, etc.
- The main thing to remember is that the character folio is yours. Use it in any way that makes sense to you. You can write outside the boxes, use circles and arrows, scribble in the margins, or use it in any way that you choose. Also, you don’t have to completely fill out every box before you start playing. [As a DM, I do strongly recommend that you give your character a name before your second gaming session. I have played too many times with one or more “no name” characters. This can be a distraction.]
- Use pencil instead of ink. Many things can happen during an adventure that can cause things to change so keep an eraser handy.

Now that you have filled out your Character Folio, let the game begin!