

CHARACTERS & CREATORS

Create a new character sheet for D&D 5e the easy way or whatever. Also you can upload your own sheet yay. This is open source wahoo. We'll refine the text later.

Create New Character

Upload Existing
Character Sheet

Github repo link: linkylink.com

CLASSES

Choose Classes

Class: v

Select a class above for more information (use custom to use a custom class)

Selected Classes

Chosen classes will be displayed here.

CLASSES

Choose Classes

Class: B v
Barbarian
Bard

Select a class to use a custom class

information (use

Selected Classes

Chosen classes will be displayed here.

CLASSES

Choose Classes

Class: Bard

v

Bard

Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions.



The bard class is a support spellcasting class. If you'd like buffing/debuffing, crowd-control, being a jack of all trades, strong social skills, and the ability to literally hurt others with an insult, bard is likely a good fit for you.

Select Class

More Info

Selected Classes

Chosen classes will be displayed here.

CLASSES

Choose Classes

Class:

Bard

Bards a
dishear

Bard

Level: 1 v

Subclass: College of Lore v

Selected Subclass Details:

Hey you get extra magical secrets isn't that cool? Also cutting words is pretty sick, love using me some cutting words. The actual text here would include all the details and not just me rambling on about what I like about the subclass.

Add Class

Select Class

More Info

x



CLASSES

Choose Classes

Selected Classes

Class:

Bard

Bards are
disheveled

The bard is
like building
all traditional
literally
fit for you

Bard

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table

Spell Slots

The Bard table shows how many spell slots you have to cast your spells of 1st level...

Select Class

More Info



x

ed

CLASSES

Choose Classes

Class: Bard v

Bard

Bards are expert at inspiring others, soothing hurts, disheartening foes, and creating illusions.

The bard class is a support spellcasting class. If you'd like buffing/debuffing, crowd-control, being a jack of all trades, strong social skills, and the ability to literally hurt others with an insult, bard is likely a good fit for you.

Select Class

More Info

Selected Classes

Bard v x

Level: 10 v

Subclass: College of Lore v

Paladin v x

Level: 1 v

Barbarian Level: 5 v > x

CLASSES

Choose Classes

Class: Custom v

Custom

Add your own class (and subclass).

You will have the option to update your stats, equipment, spells, etc. with custom information.

Select Class

More Info

Selected Classes

Chosen classes will be displayed here.

CLASSES

Choose Classes

Selected Classes

Class:

Custom

Add yo

You will
equippm

Custom Class

Class Name:

Level: ▼

Subclass:

Add Class

Select Class

More Info



RACES

Selected Race: v

Select a race above for more information (use custom to use a custom race)

RACES

Selected Race: Elf

v

Selected Subrace: Select subrace...

v

Elf

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it.

Size:

Elves range from under 5 to over 6 feet tall and have slender builds.
Your size is Medium.

Speed:

Your base walking speed is 30 feet.
... and so on



RACES

Selected Race: Elf v

Selected Subrace: High Elf v

Elf

>

High Elf

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it.

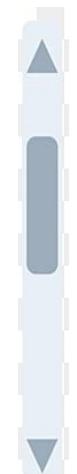
High Elf Traits

Your Dexterity score increases by 2.

Your Intelligence score increases by 1.



v



BACKGROUNDS

Selected Background: select... v

Select a background above for more information (use custom to use a custom background)

BACKGROUNDS

Selected Background: Acolyte

v

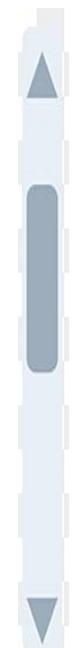
Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine.

Overview:

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those listed in "Fantasy-Historical Pantheons" or those specified by your GM, and work with your GM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from...





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CHARACTER SHEET

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DUNGEONS & DRAGONS®

CHARACTER NAME: [Input Field]

CLASS & LEVEL: [Input Field]
RACE: [Input Field]
BACKGROUND: [Input Field]
PLAYER NAME: [Input Field]

CHARACTER NAME: [Input Field]

INSPIRATION: [Input Field]

PROFICIENCY BONUS: [Input Field]

STRENGTH: [Input Field]
DEXTERITY: [Input Field]
CONSTITUTION: [Input Field]
INTELLIGENCE: [Input Field]
WISDOM: [Input Field]
CHARISMA: [Input Field]

ARMOR CLASS: [Input Field]
INITIATIVE: [Input Field]
SPEED: [Input Field]

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

HIT POINT MAXIMUM: [Input Field]
CURRENT HIT POINTS: [Input Field]
TEMPORARY HIT POINTS: [Input Field]

PERSONALITY TRAITS: [Input Field]
IDEALS: [Input Field]
BONDS: [Input Field]
FLAWS: [Input Field]

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)

HIT DICE: [Input Field]
SUCCESSES: [Input Field]
FAILURES: [Input Field]
DEATH SAVES: [Input Field]

NAME: [Input Field]
ATK BONUS: [Input Field]
DAMAGE TYPE: [Input Field]

ATTACKS & SPELLCASTING: [Input Field]

PASSIVE WISDOM (PERCEPTION): [Input Field]

OTHER PROFICIENCIES & LANGUAGES: [Input Field]

EQUIPMENT: [Input Field]

FEATURES & TRAITS: [Input Field]

D&D

SPELLCASTING CLASS: [Input Field]
SPELLCASTING ABILITY: [Input Field]
SPELL SAVE DC: [Input Field]
SPELL ATTACK BONUS: [Input Field]

CANTRIPS: [Input Field]
IDEALS: [Input Field]
BONDS: [Input Field]
FLAWS: [Input Field]

SPELL LEVEL: [Input Field]
SLOTS TOTAL: [Input Field]
SLOTS EXPENDED: [Input Field]

SPELL NAME: [Input Field]

Spells Known: [List of 9 slots numbered 1-9]



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CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME
SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



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ABHORRENT APPARITION

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
M	instantaneous

a gourd with a face carved on it

You imbue a terrifying visage onto a gourd and toss it ahead of you to a spot of your choosing within range. Each creature within 15 feet of that spot takes 6d8 psychic damage and becomes frightened of you for 1 minute; a successful Wisdom saving throw halves the damage and negates the fright. A creature frightened in this way repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels: If you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Kobold Press

Level 4 Illusion

ABRUPT HUG

CASTING TIME	RANGE
1 reaction	30 feet

COMPONENTS	DURATION
V	instantaneous

Reaction Condition: Reaction which you take when you or a creature within 30 feet of you takes an Attack action

You or the creature taking the Attack action can immediately make an unarmed strike. In addition to dealing damage with the unarmed strike, the target can grapple the creature it hit with the unarmed strike.

Kobold Press

Level 1 Transmutation

ABSOLUTE COMMAND

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	10 minutes

Deep Magic: clockwork You can control a construct you have built with a challenge rating of 6 or less. You can manipulate objects with your construct as precisely as its construction allows, and you perceive its surroundings through its sensory inputs as if you inhabited its body. The construct uses the caster's Proficiency bonus (modified by the construct's Strength and Dexterity scores). You can use the manipulators of the construct to perform any number of skill-based tasks, using the construct's Strength and Dexterity modifiers when using skills based on those particular abilities. Your body remains immobile, as if paralyzed, for the duration of the spell. The construct must remain within 100 feet of you. If it moves beyond this distance, the spell immediately ends and the caster's mind returns to his or her body.

At Higher Levels: When you cast this spell using higher-level spell slots, you may control a construct with a challenge rating 2 higher for each slot level you use above 4th. The

Kobold Press

Level 4 Transmutation

ACCELERANDO

CASTING TIME	RANGE
1 action	30 feet

COMPONENTS	DURATION
V, S, M	6 rounds

You play a complex and quick up-tempo piece that gradually gets faster and more complex, instilling the targets with its speed. You cannot cast another spell through your spellcasting focus while concentrating on this spell. Until the spell ends, targets gain cumulative benefits the longer you maintain concentration on this spell (including the turn you cast it). * * * 1 Round ** Double Speed * * * 2 Rounds ** +2 bonus to AC * * * 3 Rounds ** Advantage on Dexterity saving throws. * * * 4 Rounds ** An additional action each turn. This action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, a target can't move or take actions until after its next turn as the impact of their frenetic speed catches up to it.

At Higher Levels: You may maintain concentration on this spell for an additional 2 rounds for each slot level above 4th.

EN Publishing

Level 4 Transmutation

ABHORRENT APPARITION

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COMPONENTS	DURATION
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a gourd with a face carved on it

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At Higher Levels: If you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

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Kobold Press

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Kobold Press

ACCELERATE

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	1 minute

a toy top

Choose up to three willing creatures within range, which can include you. For the duration of the spell, each target's walking speed is doubled. Each target can also use a bonus action on each of its turns to take the Dash action, and it has advantage on Dexterity saving throws.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd.

Kobold Press

Level 3 Transmutation

ACCELERATE

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	1 minute

a toy top

Choose up to three willing creatures within range, which can include you. For the duration of the spell, each target's walking speed is doubled. Each target can also use a bonus action on each of its turns to take the Dash action, and it has advantage on Dexterity saving throws.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd.



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CHARAC

DUNGEONS & DRAGONS®



search by name...



x

Filters v

duration: action

x

cantrip

x

+ new

Results:

Firebolt (this is a link—hover over it for more info + click to go to spot on sheet?)

Message

Vicious Mockery

