CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dwarf	Sex	M
Alignment	CN	Class	Barbarian	Level	1
Size	M	Height	4'-6"	Weight	166
Speed	25	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☑ +5
DEX	13	+1	☐ +1
CON	16	+3	☑ +5
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

14 Armored

14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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

+11 Passive Wisdom (Perception)

MELEE WEAPON greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 12 +3

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

☐	+1	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, smith's tools

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Intelligence (History) - origin of stonework, proficiency bonus x 2

Notes:

Darkvision, Dwarven Resilience, Rage, Unarmred Defense

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.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

255 lbs.	510 lbs.	112
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

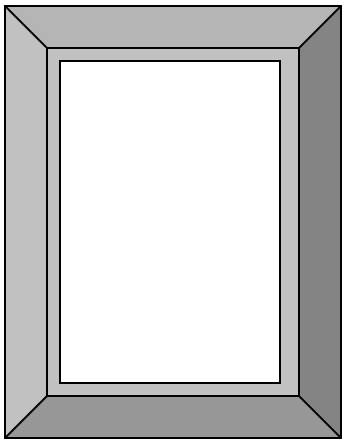
Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	63	Gender	M
Height	4'-6"	Weight	166 lbs.
Eyes	Brn.	Hair	Red
Skin	TanLt. Brn.	Handedness	Rt.

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Mountain Dwarf
Ability Score Increase based on race	Con+2, Str +2
Proficiencies based on race	smith's tools, stonecunning
Traits based on race	Darkvision, Dwarven Resilience.
Languages based on race	Common and Dwarvish

Your speed is not reduced by wearing heavy armor.

BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals	Change.
Bonds	I have visions of a coming disaster
Flaws	Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes