CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dwarf	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	M	Height	4'-6"	Weight	166
Speed	25	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	14	+2	☑ +4
CON	15	+2	☐ +2
INT	12	+1	☐ +1
WIS	8	-1	☐ -1
CHA	15	+2	☑ +4

ARMOR CLASS

13 Armored

12 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 **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

+9 Passive Wisdom (Perception)

MELEE WEAPON Rapier

☑ Finess Weapon

☑PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	2 +		= +4

TYPE P DAMAGE 1 d 8 +2

MELEE WEAPON Dagger

☑ Finess Weapon

☑PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	2 +		= +4

TYPE P DAMAGE d +2

MELEE WEAPON

☐ Finess Weapon

☐PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE DAMAGE d

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	2 +		= +4

TYPE P RANGE 20/60 DAMAGE 1 d 4 +2

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON

☐ Thrown

☐PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

☑	+4	Acrobatics Dex
☐	-1	Animal Handling Wis
☐	+1	Arcana Int
☐	+1	Athletics Str
☑	+4	Deception Cha
☑	+3	History Int
☐	-1	Insight Wis
☐	+2	Intimidation Cha
☐	+1	Investigation Int
☐	-1	Medicine Wis
☐	+1	Nature Int
☐	-1	Perception Wis
☑	+4	Performance Cha
☑	+4	Persuasion Cha
☐	+1	Religion Int
☐	+2	Sleight of Hand Dex
☐	+2	Stealth Dex
☐	-1	Survival Wis

SAVES:

TOOLS:

smith's tools, Lyer, Lute, and drum

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords, battleaxe, handaxe, throwing hammer, warhammer

ARMOR:

Light armor, medium armor

OTHER:

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

Notes:

Darkvision, Dwarven Resilience,
Bardic Inspiration

Update Calculations Clear

ARMOR	Leather	Armor Class	11+dx

Category	Don	Doff	Strength	Stealth	Weight
Light	1 min.	1 min.	-	-	10

SHIELD		Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
rapier	2	backpack	5
lyre	2	bedroll	7
dagger	1	2 costumes	8
		5 candles	
belt pouch		5 days rations	10
		waterskin	5
		disguise kit	3

180 lbs.	360 lbs.	53
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

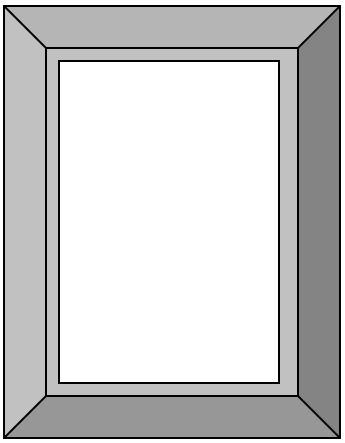
Other Items

favor of an admirer (love letter, lock of hair, or trinket),

PHYSICAL CHARACTERISTICS

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

Physical Description



CHARACTER SKETCH

Languages	Common, 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 Entertainer, Singer-storyteller

Proficiencies based on background Acrobatics, Performance

Languages based on background none

Equipment based on background Disguise kit, Lyre

Feature: By Popular Demand

Personality Traits I know a story for every situation.

Ideals Beauty. I make the world better than it was.

Bonds My lyre is my most treasured possession

Flaws I'll do anything to win fame and renown.

Notes

Spellcasting

Primary Ability: Charisma

Spell save DC 8 + proficiency bonus + Primary Ability modifier	+12

Spell attack modifier proficiency bonus + Primary Ability modifier	+4

Spell Slots and Castings

Number of Cantrips Known	2

1st		2nd		3rd		4th		5th		6th		7th		8th		9th	
	2																

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** dancing lights
  Description: create up to four torch-sized lights
- [x] **Level:** 0 **Spell:** vicious mockery
  Description: 1d4 damage and DA on the next attack
- [ ] **Level:** 1 **Spell:** charm person
  Description: creature regards you as a friend
- [ ] **Level:** 1 **Spell:** detect magic
  Description: sense the presence of magic within 30 feet
- [ ] **Level:** 1 **Spell:** healing word
  Description: 1 creature regains 1d4 + 2 hit points
- [ ] **Level:** 1 **Spell:** thunderwave
  Description: 2d8 damage and pushed 10 ft. away
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