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	Druid	Level	1
Size	M	Height	4'-6"	Weight	146
Speed	25	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	8	-1	☐ -1
CON	16	+3	☐ +3
INT	10	0	☑ +2
WIS	15	+2	☑ +4
CHA	12	+1	☐ +1

ARMOR CLASS

12 Armored

9 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

+12 Passive Wisdom (Perception)

MELEE WEAPON scimitar

☐ Finess Weapon

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

TYPE S DAMAGE 1 d 6 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE DAMAGE d

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE DAMAGE d

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Herbalism kit, smith's tools

WEAPONS:

battleaxe, handaxe, throwing hammer, warhammer, clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Druids will not wear armor or use shields made of metal.

Update Calculations Clear

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

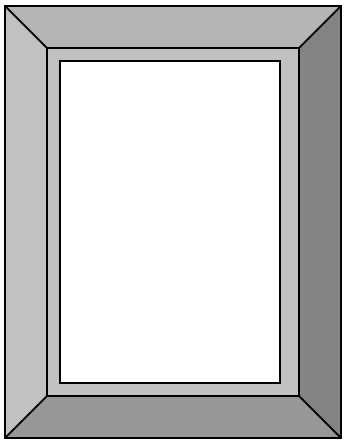
Other Items

A scroll case stuffed full of notes from your studies.

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, Elvish, Dwarvish, Druidic

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	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice
Equipment based on background	
winter blanket, common clothes, herbalism kit	
Personality Traits	I rarely speak.
Ideals	Greater Good.
Bonds	I'm still seeking enlightenment.
Flaws	I like keeping secrets.
Feature: Discovery	

Notes

Spellcasting

Primary Ability: Wisdom

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
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