CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☐ +3
DEX	13	+1	☐ +1
CON	12	+1	☐ +1
INT	12	+1	☐ +1
WIS	8	-1	☑ +1
CHA	14	+2	☑ +4

ARMOR CLASS

18 Armored

11 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d10 **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 Longsword
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 3 + ☐ = +5
TYPE S DAMAGE 1 d 8 +3

MELEE WEAPON LS (two handed)
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 3 + ☐ = +5
TYPE S DAMAGE 1 d 10 +3

MELEE WEAPON Dagger
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 3 + ☐ = +5
TYPE P DAMAGE 1 d 4 +3

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 3 + ☐ = +5
TYPE P RANGE 20/60 DAMAGE 1 d 4 +3

AMMO

RANGED WEAPON
☐ Thrown
☐ PROFICIENCY DEX MAGIC TOTAL ATK BONUS
☐ + ☐ + ☐ = ☐
TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

smith's tools, Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience,
Divine Sense, Lay on Hands

Update Calculations Clear

ARMOR	Chain mail			Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight
heavy	10 min.	5 min.	Str 13	DA	55

SHIELD	Fine Polished Metal	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
purse	1	backpack	5
fine clothes	6	bedroll	7
Longsword	3	mess kit	1
Dagger	1	tinderbox	1
		10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

255 lbs.	510 lbs.	131
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Wealthy	Expenses/Day	4 gp.

Treasure CP_____ SP_____ EP_____ GP 25 PP_____

Jewels & Gems

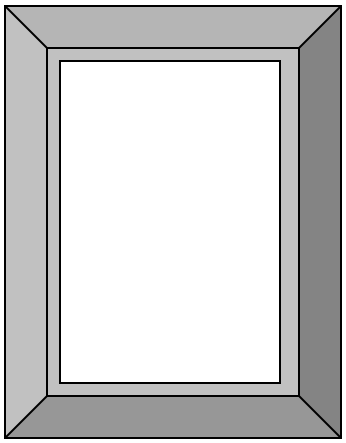
Magic Items

Other Items
a signet ring, a scroll of pedigree, Dragonchess set

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

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	Noble
Proficiencies based on background	History, Persuasion, Dragonchess set
Languages based on background	One of your choice
Equipment based on background	signet ring, scroll of pedigree
Feature: Position of Privilege	
Personality Traits	regal bearing
Ideals	Respect
Bonds	hero of the people
Flaws	the world revolves around me.
Worships Heironeous, LG god of chivalry and valor	

Notes

The holy symbolof Heironeous (gauntlet holding 3 lightning bolts) is engraved on my shield.

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	0

1st	0	2nd		3rd		4th		5th		6th		7th		8th		9th	

Spellbook / Known Spells

Paladin's don't get any spells untill 2nd level and they don't get cantrips.

☐ **Level:** 1 **Spell:** Bless
Description:

☐ **Level:** 1 **Spell:** Command
Description:

☐ **Level:** 1 **Spell:** Compelled Duel
Description:

☐ **Level:** 1 **Spell:** Cure Wounds
Description:

☐ **Level:** 1 **Spell:** Detect Evil and Good
Description:

☐ **Level:** 1 **Spell:** Detect Magic
Description:

☐ **Level:** 1 **Spell:** Detect Poison and Disease
Description:

☐ **Level:** 1 **Spell:** Divine Favor
Description:

☐ **Level:** 1 **Spell:** Heroism
Description:

☐ **Level:** 1 **Spell:** Protection from Evil and Good
Description:

☐ **Level:** 1 **Spell:** Purify Food and Drink
Description:

☐ **Level:** 1 **Spell:** Searing Smite
Description:

☐ **Level:** 1 **Spell:** Shield of Faith
Description:

☐ **Level:** 1 **Spell:** Thunderous Smite
Description:

☐ **Level:** 1 **Spell:** Wrathful Smite
Description:

☐ **Level:** 2 **Spell:** Aid
Description:

☐ **Level:** 2 **Spell:** Branding Smite
Description:

☐ **Level:** 2 **Spell:** Find Steed
Description:

☐ **Level:** 2 **Spell:** Lesser Restoration
Description:

☐ **Level:** 2 **Spell:** Locate Object
Description:

☐ **Level:** 2 **Spell:** Magic Weapon
Description:

☐ **Level:** 2 **Spell:** Protection from Poison
Description:

☐ **Level:** 2 **Spell:** Zone of Truth
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
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