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	Rogue	Level	1
Size	M	Height	4'-6"	Weight	166
Speed	25	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	15	+2	☑ +4
CON	12	+1	☐ +1
INT	14	+2	☑ +4
WIS	13	+1	☐ +1
CHA	8	-1	☐ -1

ARMOR CLASS

13 Armored

12 Without Armor

HIT POINTS

8

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

+13 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 1 d 4 +2

MELEE WEAPON

☐ Finess Weapon

☑ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | DAMAGE d

RANGED WEAPON Shortbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 6 +2

AMMO

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

PROFICIENCIES

SKILLS:

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

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools, Disguise kit, forgery kit, smith's tools

WEAPONS:

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

ARMOR:

light and medium armor

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Expertise, Sneak Attack, Thieves' Cant

Update Calculations Clear

ARMOR	leather armor	Armor Class	11+d

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

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
fine clothes	6	backpack	5
belt pouch		10 pitons	2.5
rapier	2	hooded lantern	2
shortbow	2	tinderbox	1
quiver of 20 arrows	2	2 flasks of oil	2
two daggers	2	5 days of rations	10
thieves' tools	1	waterskin	5
Disguise kit	3	50 feet hemp rope	10
forgery kit	5	a bell	
		5 candles	
		crowbar	5
		hammer	3

210 lbs.	420 lbs.	78.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 15 PP_____

Jewels & Gems

Magic Items

Other Items

disguise kit, a deck of marked cards, bag of 1,000 ball bearings

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, Thieves' cant

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	charlatan
Proficiencies based on background	Deception, Sleight of Hand
Languages based on background	none
Equipment based on background	Disguise kit, forgery kit
favorite scam: cheat at games of chance.	
Personality Traits	born gambler
Ideals	Independence
Bonds	I owe everything to my mentor
Flaws	can't resist taking a risk if there's money involved.
Feature: False Identity	

Notes

Roguist Archetype:
Arcane Trickster

Spellcasting

Primary Ability: Intelligence

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	

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

Spellbook / Known Spells

Rogues can't cast spells until 3rd level.

☐ **Level:** 0 **Spell:** mage hand
Description:

☐ **Level:** 0 **Spell:**
Description:

☐ **Level:** 0 **Spell:**
Description:

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

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Description:

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