CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Gnome	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	S	Height	3'-4"	Weight	40	Speed	25	Initiative	+2

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	15	+2	☑ +4
CON	13	+1	☐ +1
INT	14	+2	☐ +2
WIS	8	-1	☐ -1
CHA	15	+2	☑ +4

ARMOR CLASS

13 Armored

12 Without Armor

HIT POINTS

9

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

☐ 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 Dagger

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

SAVES:

TOOLS:

Lyer, Lute, and drum

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

Advantage on all Int, Wis, and Cha saving throws against magic

Notes:

Darkvision, Gnome Cunning, Natural Illusionist (know the minor illusion cantrip), Speak with Small Beasts, 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

150 lbs.	300 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	43	Gender	M
Height	3'-4"	Weight	40 lb.
Eyes	Turq	Hair	Flaxen
Skin	Walnut	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Gnomish

Special Features

RACE and SUBRACE	Forest Gnome
Ability Score Increase based on race	Int +2, Dex +1
Proficiencies based on race	
Traits based on race	Darkvision, Gnome Cunning
Languages based on race	Common and Gnomish
	Natural Illusionist, Speak with Small Beasts
BACKGROUND	Entertainer, Singer-storyteller
Proficiencies based on background	Acrobatics, Performance
Languages based on background	
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	2	2nd		3rd		4th		5th		6th		7th		8th		9th	

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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