CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Tiefling	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	14	+2	☑ +4
CON	13	+1	☐ +1
INT	13	+1	☐ +1
WIS	8	-1	☐ -1
CHA	17	+3	☑ +5

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 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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PROFICIENCIES

SKILLS:

- ☑ +4 Acrobatics Dex
- ☐ -1 Animal Handling Wis
- ☐ +1 Arcana Int
- ☐ 0 Athletics Str
- ☑ +5 Deception Cha
- ☑ +3 History Int
- ☐ -1 Insight Wis
- ☐ +3 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ -1 Medicine Wis
- ☐ +1 Nature Int
- ☐ -1 Perception Wis
- ☑ +5 Performance Cha
- ☑ +5 Persuasion Cha
- ☐ +1 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:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, 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

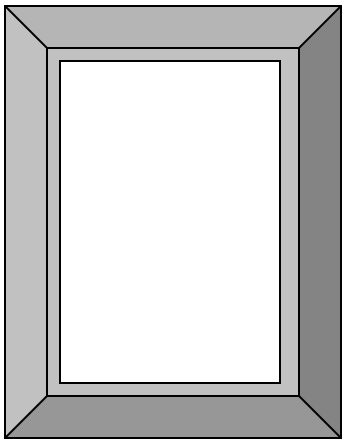
Magic Items

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

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Scarlet	Hair	Vermilion
Skin	Crimson	Handedness	R

Physical Description
horns, 4' tail, pointed canine teeth



CHARACTER SKETCH

Languages	Common, Infernal

Special Features

RACE and SUBRACE Tiefling

Ability Score Increase based on race +1 Int, +2 Cha

Proficiencies based on race none

Traits based on race Darkvision, Hellish Resistance, Infernal Legacy

Languages based on race Common, Infernal

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	+13

Spell attack modifier proficiency bonus + Primary Ability modifier	+5

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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