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

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☑ +5
DEX	13	+1	☐ +1
CON	16	+3	☑ +5
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

18 Armored

11 Without Armor

HIT POINTS

12

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

+11 Passive Wisdom (Perception)

MELEE WEAPON Battleaxe

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	3 +		= +5

TYPE: S DAMAGE: 1 d 8 +3

MELEE WEAPON (when used 2 handed)

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	3 +		= +5

TYPE: S DAMAGE: 1 d 10 +3

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 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

☑	+3	Acrobatics Dex
☐	+1	Animal Handling Wis
☐	-1	Arcana Int
☑	+5	Athletics Str
☐	0	Deception Cha
☐	-1	History Int
☐	+1	Insight Wis
☑	+2	Intimidation Cha
☐	-1	Investigation Int
☐	+1	Medicine Wis
☐	-1	Nature Int
☐	+1	Perception Wis
☐	0	Performance Cha
☐	0	Persuasion Cha
☐	-1	Religion Int
☐	+1	Sleight of Hand Dex
☐	+1	Stealth Dex
☑	+3	Survival Wis

SAVES:

Strength, Constitution

TOOLS:

smith's tools,
Dice set,
vehicles (land)

WEAPONS:

Simple weapons,
martial weapons

ARMOR:

All armor, shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Dueling, Second Wind

Update Calculations Clear

ARMOR	chain mail	Armor Class	16

Category	Don	Doff	Strength	Stealth	Weight
Heavy	10 min.	5 min.	Str 13	DA	75

SHIELD	metal shield	Weight	+2
		6	

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Battleaxe	4	backpack	5
common clothes	3	bedroll	7
belt pouch		mess kit	1
		tinderbox	1
		10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

255 lbs.	510 lbs.	146
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

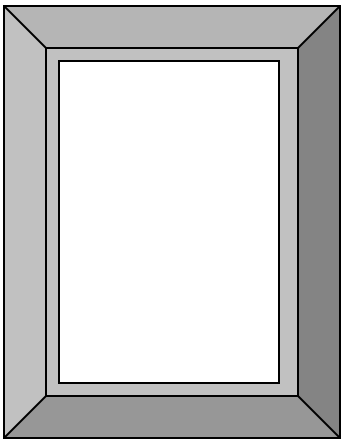
Other Items

An insignia of rank, a broken blade taken from a fallen enemy, a set of bone dice

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

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 Soldier, Infantry

Proficiencies based on background Athletics, Intimidation,

Languages based on background None

Equipment based on background

One type of gaming set, vehicles (land)

Personality Traits polite and respectful

Ideals Greater Good.

Bonds My honor is my life.

Flaws Never admit when I'm wrong.

Feature: Military Rank

Notes