CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	CN	Class	Barbarian	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☑ +5
DEX	13	+1	☐ +1
CON	14	+2	☑ +4
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 13 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 12 +3

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +3

AMMO

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +3

AMMO

PROFICIENCIES

SKILLS:

- ☐ +1 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:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Rage, Unarmred Defense

ARMOR	None			Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

255 lbs.	510 lbs.	112
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

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Dwarvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals Change.

Bonds I have visions of a coming disaster

Flaws Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	14	+2	☑ +4
CON	13	+1	☐ +1
INT	12	+1	☐ +1
WIS	8	-1	☐ -1
CHA	16	+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

PROFICIENCIES

SKILLS:

- ☑ +4 Acrobatics Dex
- ☐ -1 Animal Handling Wis
- ☐ +1 Arcana Int
- ☐ +1 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:

Breath Weapon (Fire), Damage Resistance (Fire), Bardic Inspiration

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

180 lbs.	360 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	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	8	-1	☐ -1
CON	13	+1	☐ +1
INT	10	0	☐ 0
WIS	15	+2	☑ +4
CHA	13	+1	☑ +3

ARMOR CLASS

18 Armored

9 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

+12 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE B DAMAGE 6 d +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 light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE P RANGE 80/320 DAMAGE 1 d 8 -1

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

225 lbs.	450 lbs.	96.5
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

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Dwarvish, Elvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits	see omens in every event
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	M	Height	6;-3"	Weight	238
Speed	30	Initiative	-1		

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

ARMOR CLASS

11 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

MELEE WEAPON scimitar

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 6 +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

☐ 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

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from your studies.

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Dwarvish, Druidic

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice
Equipment based on background	winter blanket, common clothes, herbalism kit
Personality Traits	I rarely speak.
Ideals	Greater Good.
Bonds	I'm still seeking enlightenment.
Flaws	I like keeping secrets.
Feature: Discovery	

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☑ +5
DEX	13	+1	☐ +1
CON	14	+2	☑ +4
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	11	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)

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	LG	Class	Fighter	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+1		

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

MELEE WEAPON (when used 2 handed)
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 3 + MAGIC _ = TOTAL ATK BONUS +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

PROFICIENCIES

SKILLS:

☑	+3	Acrobatics	Dex
☐	+1	Animal Handling	Wis
☐	-1	Arcana	Int
☑	+5	Athletics	Str
☐	0	Deception	Cha
☐	-1	History	Int
☐	+1	Insight	Wis
☐	0	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:
Dice set, vehicles (land)

WEAPONS:
Simple weapons, martial weapons

ARMOR:
All armor, shields

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Dueling, Second Wind

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	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	backpack	5
common clothes	3	bedroll	7
belt pouch		mess kit	1
staff	4	tinderbox	1
hunting trap	25	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

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Elven

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap,

a set of traveler's clothes, and a belt pouch containing 10 gp

Personality Traits I watch over my friends

Ideals Glory. I must earn glory in battle,

Bonds An injury to the unspoiled wilderness is an injury to me.

Flaws I am slow to trust members of other races.

Feature: Wanderer

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	LG	Class	Monk	Level	1
Size	M	Height	6'-4"	Weight	238
Speed	30	Initiative	+2		

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

ARMOR CLASS

- Armored
14 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1b8 **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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword
☑ Finess Weapon
☑ PROFICIENCY DEX MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE P DAMAGE 1 d 6 +2

MELEE WEAPON unarmed strike
☑ Finess Weapon
☑ PROFICIENCY DEX MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE B DAMAGE 1 d 4 +2

MELEE WEAPON
☐ Finess Weapon
☐ PROFICIENCY STR MAGIC TOTAL ATK BONUS
☐ + ☐ + ☐ = ☐
TYPE ☐ DAMAGE d

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	61
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Dwarvish, Elvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	LG	Class	Paladin	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☐ +3
DEX	13	+1	☐ +1
CON	10	0	☐ 0
INT	12	+1	☐ +1
WIS	8	-1	☑ +1
CHA	15	+2	☑ +4

ARMOR CLASS

16 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
☑	+5	Athletics	Str
☐	+2	Deception	Cha
☐	+1	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
☐	+1	Religion	Int
☐	+1	Sleight of Hand	Dex
☐	+1	Stealth	Dex
☑	+1	Survival	Wis

SAVES:

Wisdom , Charisma

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Divine Sense, Lay on Hands

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

SHIELD	Metal	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
staff	4	backpack	5
traveler's clothes	3	bedroll	7
Longsword	3	mess kit	1
Dagger	1	tinderbox	1
hunting trap	25	10 torches	10
belt pouch		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	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Elven

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Outlander, Forester
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap, a set of traveler's clothes, and a belt pouch containing 10 gp
Personality Traits	I place no stock in well-mannered folk.
Ideals	Honor: If I dishonor myself, I dishonor my clan.
Bonds	I am the last of my tribe, their names shall enter legend.
Flaws	Violence is my answer to almost any challenge.

Feature: Wanderer

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	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	NG	Class	Ranger	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	15	+2	☐ +2
CON	10	0	☐ 0
INT	12	+1	☐ +1
WIS	14	+2	☐ +2
CHA	9	-1	☐ -1

ARMOR CLASS

13 Armored

12 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +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 Longbow

☐ Thrown

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

TYPE P | RANGE 150/600 | DAMAGE 1 d 8 +2

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Favored Enemy, Natural Explorer

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

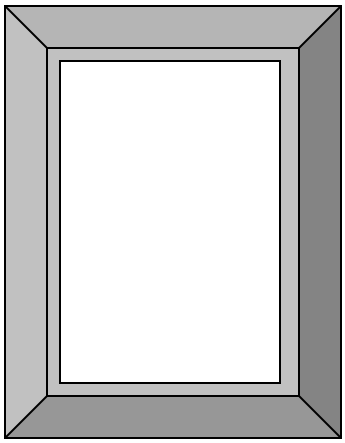
Magic Items

Other Items
a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description
Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.



CHARACTER SKETCH

Languages	Common, Draconic, Elvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap, a set of traveler's clothes, and a belt pouch containing 10 gp
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution
Feature: Wanderer	

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	CN	Class	Rogue	Level	1
Size	M	Height	6'=3"	Weight	
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	15	+2	☑ +4
CON	10	0	☐ 0
INT	14	+2	☑ +4
WIS	13	+1	☐ +1
CHA	9	-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
- ☑ +4 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
- ☐ +2 Sleight of Hand Dex
- ☑ +4 Stealth Dex
- ☑ +3 Survival Wis

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Expertise, Sneak Attack, Thieves' Cant

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
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
staff	2	waterskin	5
hunting trap	25	50 feet hemp rope	10
		a bell	
		5 candles	
		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 10 PP_____

Jewels & Gems

Magic Items

Other Items

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	283 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Evlish, Thieves' cant

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic

of traveler's clothes, and a belt pouch containing 10 gp

BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap, a set

of traveler's clothes, and a belt pouch containing 10 gp

Personality Traits	I watch over my friends
Ideals	Glory. I must earn glory in battle.
Bonds	Injury to the wilderness is an injury to me.
Flaws	I am slow to trust members of other races.

Feature: Wanderer

Notes

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	CN	Class	Sorcerer	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	13	+1	☐ +1
CON	14	+2	☑ +4
INT	12	+1	☐ +1
WIS	8	-1	☐ -1
CHA	16	+3	☑ +5

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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 Dagger

☑ Finess Weapon

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P DAMAGE: 1 d 4 +1

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 light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P RANGE: 80/320 DAMAGE: 1 d 8 +1

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P RANGE: 20/60 DAMAGE: 1 d 4 +1

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	17	Gender	
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Elvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	10	0	☐ 0
CON	14	+2	☐ +2
INT	13	+1	☐ +1
WIS	12	+1	☑ +3
CHA	16	+3	☑ +5

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

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

+11 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE B | DAMAGE 1 d 6 0

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | DAMAGE 1 d 4 0

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 0

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 0

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

WEAPONS:

Simple weapons

ARMOR:

Light armor

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Otherworldly Patron: the Fiend, Dark one's blessing

ARMOR	Leather			Armor Class	11+d
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.
staff	4	backpack	5
hunting trap	25	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

150 lbs.	300 lbs.	45.5
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

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Elvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap, a set of traveler's clothes, and a belt pouch containing 10 gp
Personality Traits	I watch over my friends
Ideals	Glory. I must earn glory in battle.
Bonds	Injury to the wilderness is an injury to me.
Flaws	I am slow to trust members of other races.

Feature: Wanderer

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** blast
  Description:
- [x] **Level:** 0 **Spell:** chill touch
  Description:
- [ ] **Level:** 1 **Spell:** ray of sickness
  Description:
- [ ] **Level:** 1 **Spell:** witch bolt
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dragonborn	Sex	M
Alignment	LN	Class	Wizard	Level	1
Size	M	Height	6'-3"	Weight	238
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	14	+2	☐ +2
CON	13	+1	☐ +1
INT	15	+2	☑ +4
WIS	12	+1	☑ +3
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

6+c

Current Hit Points

Temporary Hit Points

1d6 **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 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 __

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE __ d __

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE __ d __

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Breath Weapon (Fire), Damage Resistance (Fire), Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

150 lbs.	300 lbs.	68
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

a letter from a dead colleague posing a question you have not yet been able to answer

PHYSICAL CHARACTERISTICS

Age	17	Gender	M
Height	6'-3"	Weight	238 lb.
Eyes	Black	Hair	-
Skin	-	Handedness	R

Physical Description

Covered with fine rust colored scales. Hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

CHARACTER SKETCH

Languages	Common, Draconic, Dwarvish, Elvish

Special Features

RACE and SUBRACE	Red Dragon Ancestry
Ability Score Increase based on race	Str +2, Cha +1
Proficiencies based on race	none
Traits based on race	Breath Weapon, Damage Resistance
Languages based on race	Common and Draconic
BACKGROUND	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	

Feature: Researcher

Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

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	Barbarian	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

14 Armored

14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 12 +3

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

☐	+1	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:

TOOLS:

Flute, smith's tools

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Rage, Unarmred Defense

ARMOR	None			Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

255 lbs.	510 lbs.	112
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

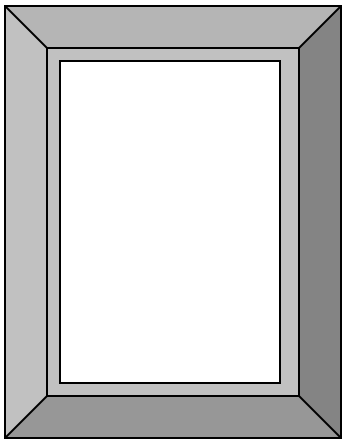
Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	63	Gender	M
Height	4'-6"	Weight	166 lbs.
Eyes	Brn.	Hair	Red
Skin	TanLt. Brn.	Handedness	Rt.

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	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals	Change.
Bonds	I have visions of a coming disaster
Flaws	Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dwarf	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	M	Height	4'-6"	Weight	166
Speed	25	Initiative	+2		

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

ARMOR CLASS

13 Armored

12 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 **Hit Dice**

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

INSPIRATION ☐

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

PROFICIENCY BONUS

+2

+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 Dagger
☑ Finess Weapon

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

TYPE P | DAMAGE d +2

MELEE WEAPON
☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

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

RANGED WEAPON
☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

smith's tools, Lyer, Lute, and drum

WEAPONS:

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

ARMOR:

Light armor, medium armor

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Bardic Inspiration

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

180 lbs.	360 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	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	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	+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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

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

	Ability Score	Ability Modifier	Saving Throws
STR	16	+3	☐ +3
DEX	8	-1	☐ -1
CON	15	+2	☐ +2
INT	10	0	☐ 0
WIS	15	+2	☑ +4
CHA	12	+1	☑ +3

ARMOR CLASS

18 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE B | DAMAGE 6 d +3

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 light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 -1

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

smith's tools

WEAPONS:

All simple weapons, battleaxe, handaxe, throwing hammer, warhammer

ARMOR:

Light armor, medium armor, shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

240 lbs.	480 lbs.	96.5
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

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, Gnomish

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	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book
Feature: Shelter of the Faithful	
Personality Traits	see omens in every event
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I am inflexible in my thinking.
Worships Pholtus, the LG god of Light	

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** (bonus domain cantrip) light
  Description:
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** (bonus domain spell) burning hands
  Description:
- [x] **Level:** 1 **Spell:** (bonus domain spell) faerie fire
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	8	-1	☐ -1
CON	16	+3	☐ +3
INT	10	0	☑ +2
WIS	15	+2	☑ +4
CHA	12	+1	☐ +1

ARMOR CLASS

12 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

CHARACTER

Name		Race	Dwarf	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	M	Height	4'-6"	Weight	146
Speed	25	Initiative	-1		

MELEE WEAPON scimitar

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 6 +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 _____

☐ 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:

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

SAVES:

TOOLS:

Herbalism kit, smith's tools

WEAPONS:

battleaxe, handaxe, throwing hammer, warhammer, clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from your studies.

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, Druidic

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	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice

Equipment based on background

winter blanket, common clothes, herbalism kit

Personality Traits	I rarely speak.
Ideals	Greater Good.
Bonds	I'm still seeking enlightenment.
Flaws	I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

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

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

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	AC
		6	+2

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

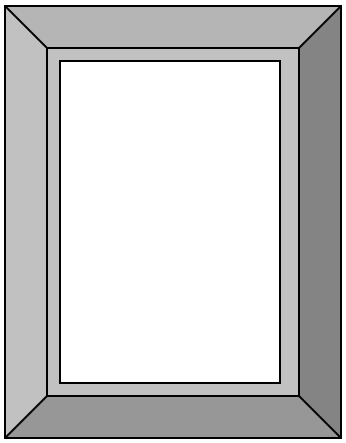
Other Items

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

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

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

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1b8 **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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +2

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE: B DAMAGE: 1 d 4 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

RANGED WEAPON dart

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+	2	+		=	+2

TYPE: RANGE: DAMAGE: d +2

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Strength, Dexterity

TOOLS:

smith's tools, Flute

WEAPONS:

Simple weapons, 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, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	68.5
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

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, Halfling

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	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book
Worships Rao, LG god of peace and reason	
Personality Traits	little experience dealing with people
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I trust too easily.
Feature: Shelter of the Faithful	

Notes

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 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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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

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

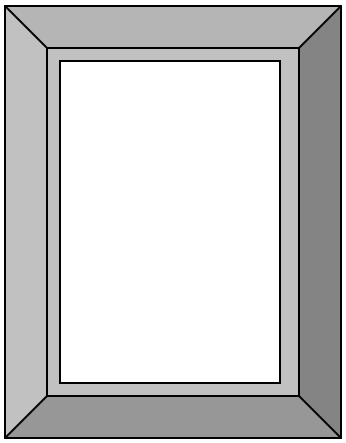
Magic Items

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:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Dwarf	Sex	M
Alignment	NG	Class	Ranger	Level	1
Size	M	Height	4'-6"	Weight	166
Speed	25	Initiative	+2		

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

ARMOR CLASS

13 Armored

12 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +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 Longbow

☐ Thrown

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

TYPE: P RANGE: 150/600 DAMAGE: 1 d 8 +2

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

smith's tools

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

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

Notes:

Darkvision, Dwarven Resilience,
Favored Enemy, Natural Explorer

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.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

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	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution
Feature: Wanderer	

Notes

Spellcasting

Primary Ability: Wisdom

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

Spellbook / Known Spells

Rangers don't get spells untill 2nd level and they don't get cantrips.

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

☐ **Level:** 1 **Spell:** Animal Friendship
Description:

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

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

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

☐ **Level:** 1 **Spell:** Ensnaring Strike
Description:

☐ **Level:** 1 **Spell:** Fog Cloud
Description:

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

☐ **Level:** 1 **Spell:** Hail o f Thorns
Description:

☐ **Level:** 1 **Spell:** Hunter's Mark
Description:

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

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

☐ **Level:** 1 **Spell:** Speak with Animals
Description:

☐ **Level:** 2 **Spell:** Animal Messenger
Description:

☐ **Level:** 2 **Spell:** Barkskin
Description:

☐ **Level:** 2 **Spell:** Beast Sense
Description:

☐ **Level:** 2 **Spell:** Cordon of Arrows
Description:

☐ **Level:** 2 **Spell:** Darkvision
Description:

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

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

☐ **Level:** 2 **Spell:** Locate Animals or Plants
Description:

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

☐ **Level:** 2 **Spell:** Pass without Trace
Description:

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

☐ **Level:** 2 **Spell:** Silence
Description:

☐ **Level:** 2 **Spell:** Spike Growth
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

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 2 + DEX 2 + MAGIC ___ = TOTAL ATK BONUS +4
TYPE P DAMAGE 1 d 8 +2

MELEE WEAPON Dagger
☑ Finess Weapon
☑ PROFICIENCY 2 + DEX 2 + MAGIC ___ = TOTAL ATK BONUS +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 2 + DEX 2 + MAGIC ___ = TOTAL ATK BONUS +4
TYPE P RANGE 80/320 DAMAGE 1 d 6 +2
AMMO

RANGED WEAPON Dagger (thrown)
☐ Thrown
☑ PROFICIENCY 2 + DEX 2 + MAGIC ___ = TOTAL ATK BONUS +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

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
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

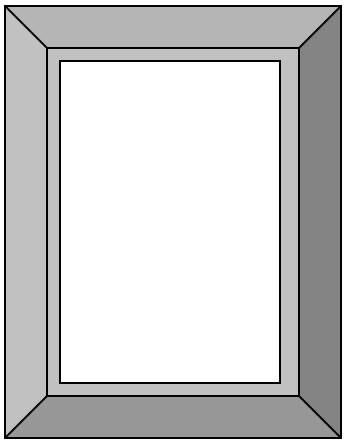
Other Items

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:

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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:**

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

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	13	+1	☐ +1
CON	16	+3	☑ +5
INT	12	+1	☐ +1
WIS	8	-1	☐ -1
CHA	15	+2	☑ +4

ARMOR CLASS

- Armored
- 11 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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 Dagger

☑ Finess Weapon

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P — DAMAGE: 1 d 4 +1

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 light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P — RANGE: 80/320 — DAMAGE: 1 d 8 +1

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P — RANGE: 20/60 — DAMAGE: 1 d 4 +1

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

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

SAVES:

Constitution, Charisma

TOOLS:

smith's tools, Herbalism kit

WEAPONS:

battleaxe, handaxe, throwing hammer, warhammer, Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

light and medium armor

OTHER:

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

Notes:

Darkvision, Dwarven Resilience,
Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

180 lbs.	360 lbs.	79.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

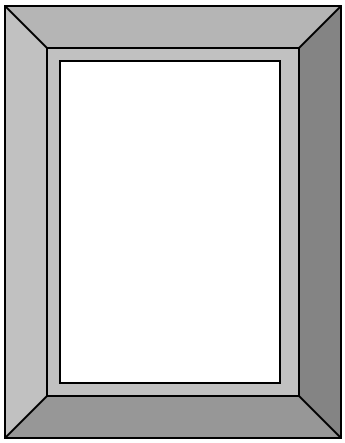
A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	63	Gender	M
Height	4'-6"	Weight	166 lbs.
Eyes	Brn	Hair	Red
Skin	Lt. Brn	Handedness	R

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Draconic

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	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description: +5 to AC as reaction when hit
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

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	Warlock	Level	1
Size	M	Height	4'-6"	Weight	166
Speed	25	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	10	0	☐ 0
CON	16	+3	☐ +3
INT	13	+1	☐ +1
WIS	12	+1	☑ +3
CHA	15	+2	☑ +4

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 Hit Dice

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+11 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE B | DAMAGE 1 d 6 0

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | DAMAGE 1 d 4 0

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 0

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 0

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

smith's tools, Disguise kit, forgery kit

WEAPONS:

Simple weapons, battleaxe, handaxe, throwing hammer, warhammer

ARMOR:

light and medium armor

OTHER:

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

Notes:

Darkvision, Dwarven Resilience,
Otherworldly Patron: the Archfey
Fey Presence

ARMOR	Leather			Armor Class	11+d
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.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

150 lbs.	300 lbs.	45.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 15 PP_____

Jewels & Gems

Magic Items

Other Items

a signet ring of an imaginary duke

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	Charlatan
Proficiencies based on background	Deception, Sleight of Hand
Languages based on background	None
Equipment based on background	
Favorite scam: I put on new identities like clothes.	
Personality Traits	Flattery to get what I want.
Ideals	Creativity
Bonds	I seek to atone for my misdeeds.
Flaws	I'm convinced that no one could ever fool me.
Feature: False Identity	

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

Spellbook / Known Spells

☑ **Level:** 0 **Spell:** blast
Description:

☑ **Level:** 0 **Spell:** chill touch
Description:

☐ **Level:** 1 **Spell:** ray of sickness
Description:

☐ **Level:** 1 **Spell:** witch bolt
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	14	+2	☐ +2
CON	15	+2	☐ +2
INT	15	+2	☑ +4
WIS	12	+1	☑ +3
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

8

Current Hit Points

Temporary Hit Points

1d6 **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)

CHARACTER

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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE DAMAGE d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

smith's tools

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows, battleaxe, handaxe, throwing hammer, warhammer

ARMOR:

light and medium armor

OTHER:

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

Notes:

Darkvision, Dwarven Resilience,
Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

150 lbs.	300 lbs.	68
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

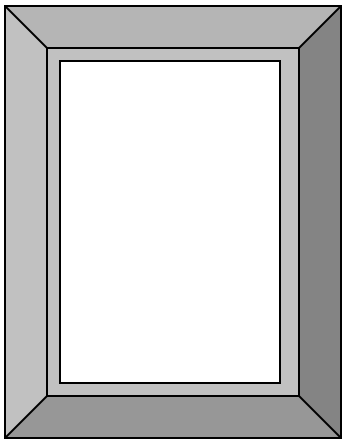
Other Items

a letter from a dead colleague posing a question you have not yet been able to answer

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, Elvish, Halfling

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 Sage: Wizard's apprentice

Proficiencies based on background Arcana, History

Languages based on background Two of your choice

Equipment based on background

Feature: Researcher

Personality Traits People are trying to steal my secrets.

Ideals Knowledge

Bonds Searching for the answer to a certain question.

Flaws overlook obvious solutions in favor of complicated ones.

Notes

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	CN	Class	Barbarian	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	15	+2	☐ +2
CON	14	+2	☑ +4
INT	9	-1	☐ -1
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 12 +2

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +2

AMMO

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +2

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Rage, Unarmred Defense

ARMOR	None				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

225 lbs.	450 lbs.	112
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

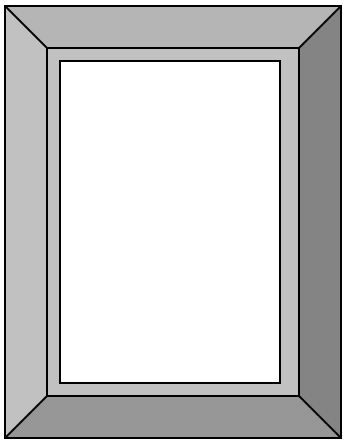
Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals Change.

Bonds I have visions of a coming disaster

Flaws Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	CG	Class	Bard	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	16	+3	☑ +5
CON	13	+1	☐ +1
INT	11	0	☐ 0
WIS	8	-1	☐ -1
CHA	15	+2	☑ +4

ARMOR CLASS

14 Armored

13 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

+11 Passive Wisdom (Perception)

MELEE WEAPON Rapier

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 8 +3

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	+	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:

- ☑ +5 Acrobatics Dex
- ☐ -1 Animal Handling Wis
- ☐ 0 Arcana Int
- ☐ 0 Athletics Str
- ☑ +4 Deception Cha
- ☑ +2 History Int
- ☐ -1 Insight Wis
- ☐ +2 Intimidation Cha
- ☐ 0 Investigation Int
- ☐ -1 Medicine Wis
- ☐ 0 Nature Int
- ☑ +1 Perception Wis
- ☑ +4 Performance Cha
- ☑ +4 Persuasion Cha
- ☐ 0 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☐ +3 Stealth Dex
- ☐ -1 Survival Wis

SAVES:

TOOLS:

Lyer, Lute, and drum

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords, shortbow, longbow

ARMOR:

Light armor

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Bardic Inspiration

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

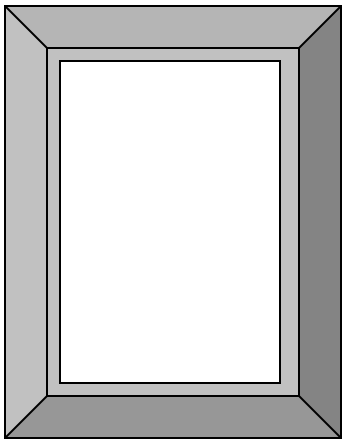
Other Items

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

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	LG	Class	Cleric	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	10	0	☐ 0
CON	13	+1	☐ +1
INT	11	0	☐ 0
WIS	15	+2	☑ +4
CHA	12	+1	☑ +3

ARMOR CLASS

18 Armored

10 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

+14 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE: B DAMAGE: 6 d +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 light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	0	+		=	+2

TYPE: P RANGE: 80/320 DAMAGE: 1 d 8 0

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons, longsword, shortsword, shortbow, longbow

ARMOR:

Light armor, medium armor, shields

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

210 lbs.	420 lbs.	96.5
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

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling, Gnomish

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits see omens in every event

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	CN	Class	Druid	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	10	0	☐ 0
CON	14	+2	☐ +2
INT	11	0	☑ +2
WIS	15	+2	☑ +4
CHA	12	+1	☐ +1

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

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

+14 Passive Wisdom (Perception)

MELEE WEAPON scimitar

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE: S DAMAGE: 1 d 6 +1

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

☐ 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

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears, longsword, shortsword, shortbow, longbow

ARMOR:

Light armor, medium armor,shields

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

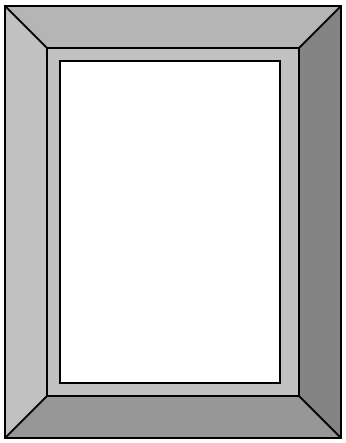
Other Items

A scroll case stuffed full of notes from your studies.

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, ,Gnomish, Druidic

Special Features

RACE and SUBRACE High Elf

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

Proficiencies based on race Perception

Traits based on race Darkvision, Keen Senses

Languages based on race Common, Elvish +1 other

BACKGROUND Hermit, I needed to commune with nature.

Proficiencies based on background Medicine, Religion

Languages based on background One of your choice

Equipment based on background

winter blanket, common clothes, herbalism kit

Personality Traits I rarely speak.

Ideals Greater Good.

Bonds I'm still seeking enlightenment.

Flaws I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	LG	Class	Fighter	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	15	+2	☐ +2
CON	14	+2	☑ +4
INT	9	-1	☐ -1
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

18 Armored

12 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

+13 Passive Wisdom (Perception)

MELEE WEAPON Longsword
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 2 + MAGIC ___ = TOTAL ATK BONUS +4
TYPE S DAMAGE 1 d 8 +2

MELEE WEAPON (when used 2 handed)
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 2 + MAGIC ___ = TOTAL ATK BONUS +4
TYPE S DAMAGE 1 d 10 +2

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

PROFICIENCIES

SKILLS:

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

SAVES:
Strength, Constitution

TOOLS:
Dice set, vehicles (land)

WEAPONS:
Simple weapons, martial weapons

ARMOR:
All armor, shields

OTHER:
Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Dueling, Second Wind

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	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	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

225 lbs.	450 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

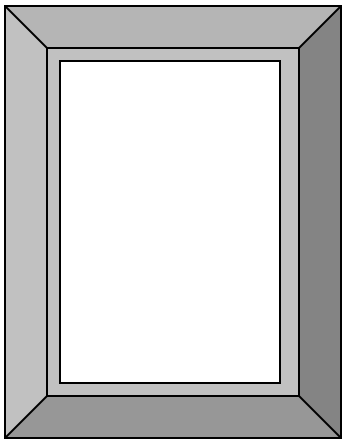
Other Items

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

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
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

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	LG	Class	Monk	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☑ +3
DEX	17	+3	☑ +5
CON	12	+1	☐ +1
INT	9	-1	☐ -1
WIS	14	+2	☐ +2
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1b8 **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

+14 Passive Wisdom (Perception)

MELEE WEAPON shortsword
☑ Finess Weapon
☑ PROFICIENCY 2 + DEX 3 + MAGIC _ = TOTAL ATK BONUS +5
TYPE P DAMAGE 1 d 6 +3

MELEE WEAPON unarmed strike
☑ Finess Weapon
☑ PROFICIENCY 2 + DEX 3 + MAGIC _ = TOTAL ATK BONUS +5
TYPE B DAMAGE 1 d 4 +3

MELEE WEAPON _
☐ Finess Weapon
☐ PROFICIENCY _ + STR _ + MAGIC _ = TOTAL ATK BONUS _
TYPE _ DAMAGE __ d __

RANGED WEAPON dart
☐ Thrown
☐ PROFICIENCY _ + DEX 3 + MAGIC _ = TOTAL ATK BONUS +3
TYPE _ RANGE _ DAMAGE __ d __ +3

AMMO

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

AMMO

PROFICIENCIES

SKILLS:

☑	+5	Acrobatics Dex
☐	+2	Animal Handling Wis
☐	-1	Arcana Int
☐	+1	Athletics Str
☐	0	Deception Cha
☐	-1	History Int
☐	+2	Insight Wis
☐	0	Intimidation Cha
☐	-1	Investigation Int
☐	+2	Medicine Wis
☐	-1	Nature Int
☑	+4	Perception Wis
☐	0	Performance Cha
☐	0	Persuasion Cha
☐	-1	Religion Int
☐	+3	Sleight of Hand Dex
☑	+5	Stealth Dex
☐	+2	Survival Wis

SAVES:
Strength, Dexterity

TOOLS:
Flute

WEAPONS:
Simple weapons, longsword, shortsword, shortbow, longbow

ARMOR:
None

OTHER:
Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword		backpack	5
10 darts		bedroll	7
common clothes		mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	61
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

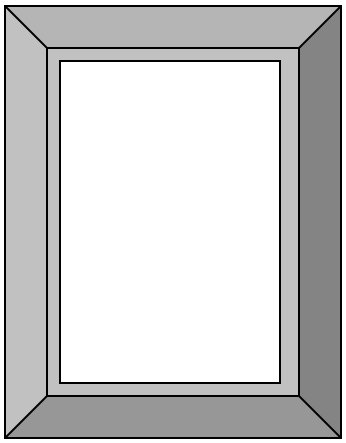
Other Items

A holy symbol (a gift to you when you entered the priesthood), a prayer book

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 bs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Giant, Halfling

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	LG	Class	Paladin	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+2		

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

ARMOR CLASS

16 Armored

12 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

+11 Passive Wisdom (Perception)

MELEE WEAPON Longsword
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 8 +2

MELEE WEAPON LS (two handed)
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 10 +2

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

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY STR 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:

☐	+2	Acrobatics Dex
☐	-1	Animal Handling Wis
☐	+1	Arcana Int
☐	+2	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
☐	+2	Sleight of Hand Dex
☐	+2	Stealth Dex
☐	-1	Survival Wis

SAVES:

Wisdom , Charisma

TOOLS:

Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Divine Sense, Lay on Hands

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

225 lbs.	450 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

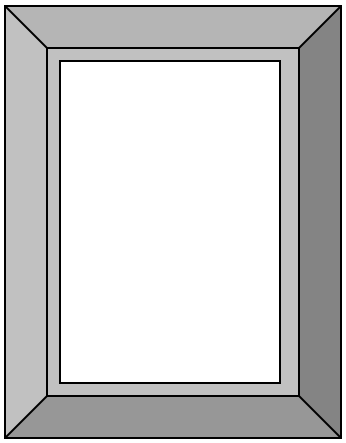
Magic Items

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

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Gnomish

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
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	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	NG	Class	Ranger	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+3		

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

ARMOR CLASS

14 Armored

13 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

+14 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +3

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 Longbow

☐ Thrown

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

TYPE: P RANGE: 150/600 DAMAGE: 1 d 8 +3

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

- ☐ +3 Acrobatics Dex
- ☑ +4 Animal Handling Wis
- ☐ +1 Arcana Int
- ☑ +3 Athletics Str
- ☐ -1 Deception Cha
- ☐ +1 History Int
- ☐ +2 Insight Wis
- ☐ -1 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ +2 Medicine Wis
- ☑ +3 Nature Int
- ☑ +4 Perception Wis
- ☐ -1 Performance Cha
- ☐ -1 Persuasion Cha
- ☐ +1 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☑ +4 Survival Wis

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Favored Enemy, Natural Explorer

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution

Feature: Wanderer

Notes

Spellcasting

Primary Ability: Wisdom

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	CN	Class	Rogue	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	17	+3	☑ +5
CON	10	0	☐ 0
INT	15	+2	☑ +4
WIS	13	+1	☐ +1
CHA	8	-1	☐ -1

ARMOR CLASS

14 Armored

13 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	+	3	+		=	+5

TYPE P | DAMAGE 1 d 8 +3

MELEE WEAPON Dagger

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☑ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | DAMAGE d

RANGED WEAPON Shortbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 6 +3

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

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

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 +3

AMMO

PROFICIENCIES

SKILLS:

- ☑ +5 Acrobatics Dex
- ☐ +1 Animal Handling Wis
- ☐ +2 Arcana Int
- ☐ +1 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
- ☑ +5 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☐ +1 Survival Wis

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools, Disguise kit, forgery kit

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords, shortbow, longbow

ARMOR:

Light armor

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Expertise, Sneak Attack, Thieves' Cant

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
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

180 lbs.	360 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

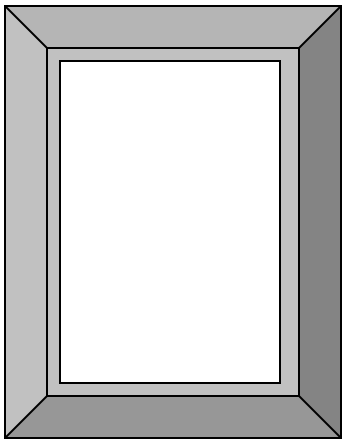
Other Items

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

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Thieves' cant

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	CN	Class	Sorcerer	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+2		

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

ARMOR CLASS

- Armored
15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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 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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 +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:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows, longsword, shortsword, shortbow, longbow

ARMOR:

None

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

150 lbs.	300 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

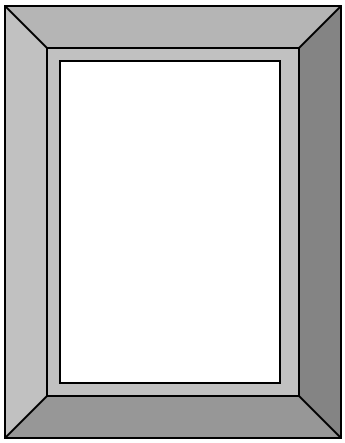
A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Giant, Draconic

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Elf	Sex	
Alignment	CN	Class	Warlock	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	12	+1	☐ +1
CON	14	+2	☐ +2
INT	14	+2	☐ +2
WIS	12	+1	☑ +3
CHA	15	+2	☑ +4

ARMOR CLASS

12 Armored

11 Without Armor

HIT POINTS

10

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 mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE B | DAMAGE 1 d 6 -1

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE P | DAMAGE 1 d 4 +1

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 +1

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 +1

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons, longsword, shortsword, shortbow, longbow

ARMOR:

Light armor

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Otherworldly Patron: the Archfey Fey Presence

ARMOR	Leather				Armor Class 11+d
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.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

120 lbs.	240 lbs.	45.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 15 PP_____

Jewels & Gems

Magic Items

Other Items

a signet ring of an imaginary duke

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 ls.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	High Elf
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	Charlatan
Proficiencies based on background	Deception, Sleight of Hand
Languages based on background	None
Equipment based on background	

Favorite scam: I put on new identities like clothes.

Personality Traits Flattery to get what I want.

Ideals Creativity

Bonds I seek to atone for my misdeeds.

Flaws I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

☑ **Level:** 0 **Spell:** blast
Description:

☑ **Level:** 0 **Spell:** chill touch
Description:

☐ **Level:** 1 **Spell:** ray of sickness
Description:

☐ **Level:** 1 **Spell:** witch bolt
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

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

ARMOR CLASS

- Armored
- 13 Without Armor

+13 Passive Wisdom (Perception)

CHARACTER

Name		Race	Elf	Sex	
Alignment	LN	Class	Wizard	Level	1
Size	M	Height	5'-6"	Weight	114
Speed	30	Initiative	+3		

HIT POINTS

6+c

Current Hit Points

Temporary Hit Points

1d6 **Hit Dice**

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

INSPIRATION ☐

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

PROFICIENCY BONUS

+2

MELEE WEAPON Dagger

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 4 +3

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)

☐ Thrown

☑ PROFICIENCY	DEX	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:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows, longsword, shortsword, shortbow, longbow

ARMOR:

None

OTHER:

Advantage on saving throws against being charmed.
Magic can't put you to sleep.

Notes:

Darkvision, Keen Senses, Fey Ancestry, Trance, One cantrip from the wizard spell list, Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

120 lbs.	240 lbs.	68
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

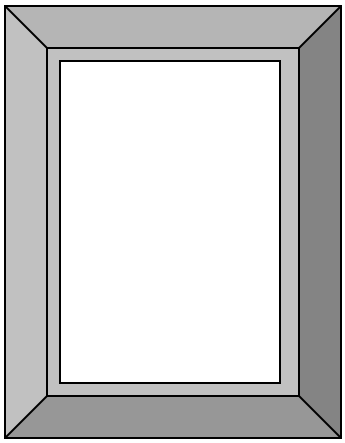
Other Items

a letter from a dead colleague posing a question you have not yet been able to answer

PHYSICAL CHARACTERISTICS

Age	123	Gender	M
Height	5'-6"	Weight	114 lbs.
Eyes	Blue	Hair	Silver-white
Skin	Light	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling, Goblin

Special Features

RACE and SUBRACE	Common, Elvish, Dwarvish
Ability Score Increase based on race	Dex +2, Int +1
Proficiencies based on race	Perception
Traits based on race	Darkvision, Keen Senses
Languages based on race	Common, Elvish +1 other
BACKGROUND	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	

Feature: Researcher

Personality Traits People are trying to steal my secrets.

Ideals Knowledge

Bonds Searching for the answer to a certain question.

Flaws overlook obvious solutions in favor of complicated ones.

Notes

Spellcasting

Primary Ability: Intelligence

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	14	+2	☐ +2
CON	14	+2	☑ +4
INT	10	0	☐ 0
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 (2 handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 10 +2

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +2

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +2

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

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, Rage, Unarmred Defense

ARMOR	None				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Battleaxe	4		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

225 lbs.	450 lbs.	112
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

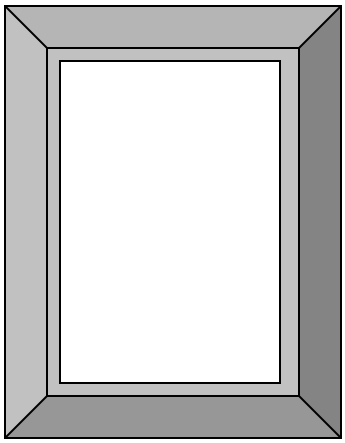
Other Items

a trophy from an animal you killed

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, Elvish

Special Features

RACE and SUBRACE	Forest Gnome
Ability Score Increase based on race	Int +2, Dex +1
Proficiencies based on race	Darkvision, Gnome Cunning
Traits based on race	Darkvision, Gnome Cunning
Languages based on race	Common and Gnomish
	Natural Illusionist, Speak with Small Beasts
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap
	Feature - Wanderer

Personality Traits

Ideals	Change.
Bonds	I have visions of a coming disaster
Flaws	Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

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

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RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE __ d __

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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

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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Gnome	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	S	Height	3'-4"	Weight	40
Speed	25	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	9	-1	☐ -1
CON	13	+1	☐ +1
INT	12	+1	☐ +1
WIS	15	+2	☑ +4
CHA	12	+1	☑ +3

ARMOR CLASS

18 Armored

9 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

+12 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE B DAMAGE 6 d +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 light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE P RANGE 80/320 DAMAGE 1 d 8 -1

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons

ARMOR:

Light armor, medium armor, shields

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, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

210 lbs.	420 lbs.	96.5
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

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, Elvish, Halfling

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	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book
	Feature: Shelter of the Faithful
Personality Traits	see omens in every event
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I am inflexible in my thinking.
	Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Gnome	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	S	Height	3'-4"	Weight	40
Speed	25	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	9	-1	☐ -1
CON	14	+2	☐ +2
INT	12	+1	☑ +3
WIS	15	+2	☑ +4
CHA	12	+1	☐ +1

ARMOR CLASS

12 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

MELEE WEAPON scimitar
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 1 + MAGIC ___ = TOTAL ATK BONUS +3
TYPE S DAMAGE 1 d 6 +1

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 _____
☐ 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:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

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, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

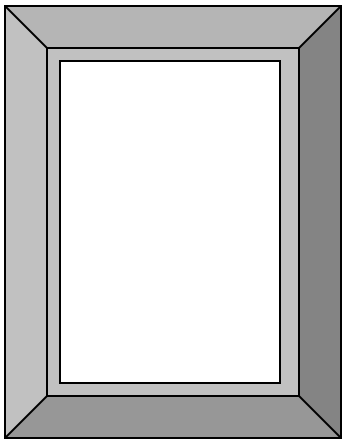
Other Items

A scroll case stuffed full of notes from your studies.

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, Elvish, Druidic

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 Hermit, I needed to commune with nature.

Proficiencies based on background Medicine, Religion

Languages based on background One of your choice

Equipment based on background

winter blanket, common clothes, herbalism kit

Personality Traits I rarely speak.

Ideals Greater Good.

Bonds I'm still seeking enlightenment.

Flaws I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	14	+2	☐ +2
CON	14	+2	☑ +4
INT	10	0	☐ 0
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

18 Armored

12 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 Longsword

☐ Finess Weapon

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

TYPE: S — DAMAGE: 1 d 8 +2

MELEE WEAPON (when used 2 handed)

☐ Finess Weapon

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

TYPE: S — DAMAGE: 1 d 10 +2

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

PROFICIENCIES

SKILLS:

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

SAVES:

Strength, Constitution

TOOLS:

Dice set, vehicles (land)

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

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, Dueling, Second Wind

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	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	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

225 lbs.	450 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

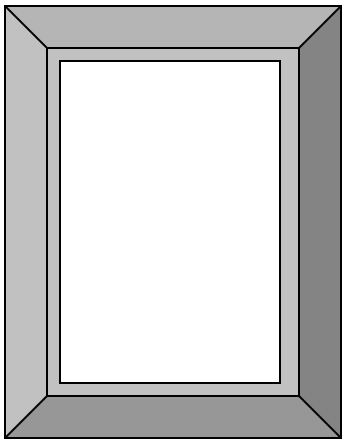
Other Items

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

PHYSICAL CHARACTERISTICS

Age	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	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

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☑ +3
DEX	16	+3	☑ +5
CON	12	+1	☐ +1
INT	10	0	☐ 0
WIS	14	+2	☐ +2
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
- 15 Without Armor

HIT POINTS

11

Current Hit Points

Temporary Hit Points

1b8 **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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +3

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE B | DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON dart

☐ Thrown

☑ PROFICIENCY	DEX	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:

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

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, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	61
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

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, Elvish, Halfling

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	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book
	Worships Rao, LG god of peace and reason
Personality Traits	little experience dealing with people
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I trust too easily.
	Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

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

ARMOR CLASS

16 Armored

12 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

+9 Passive Wisdom (Perception)

MELEE WEAPON Longsword
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 8 +2

MELEE WEAPON LS (two handed)
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 10 +2

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

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY STR 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:

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

SAVES:

Wisdom , Charisma

TOOLS:

Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

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, Divine Sense, Lay on Hands

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

225 lbs.	450 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

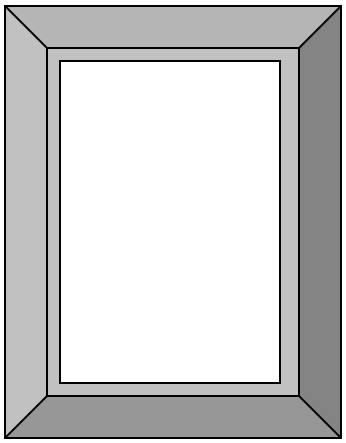
Magic Items

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

PHYSICAL CHARACTERISTICS

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

Physical Description



CHARACTER SKETCH

Languages	Common, Gnomish, Elvish

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	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	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	16	+3	☐ +3
CON	10	0	☐ 0
INT	14	+2	☐ +2
WIS	14	+2	☐ +2
CHA	8	-1	☐ -1

ARMOR CLASS

14 Armored

13 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +3

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 Longbow

☐ Thrown

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

TYPE P | RANGE 150/600 | DAMAGE 1 d 8 +3

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

- ☐ +3 Acrobatics Dex
- ☑ +4 Animal Handling Wis
- ☐ +2 Arcana Int
- ☑ +3 Athletics Str
- ☐ -1 Deception Cha
- ☐ +2 History Int
- ☐ +2 Insight Wis
- ☐ -1 Intimidation Cha
- ☐ +2 Investigation Int
- ☐ +2 Medicine Wis
- ☑ +4 Nature Int
- ☐ +2 Perception Wis
- ☐ -1 Performance Cha
- ☐ -1 Persuasion Cha
- ☐ +2 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☑ +4 Survival Wis

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

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, Favored Enemy, Natural Explorer

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

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, Elvish

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	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution
Feature: Wanderer	

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

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

ARMOR CLASS

14 Armored

13 Without Armor

HIT POINTS

8

Current Hit Points

Temporary Hit Points

1d8 Hit Dice

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+13 Passive Wisdom (Perception)

MELEE WEAPON Rapier

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 8 +3

MELEE WEAPON Dagger

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON Shortbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 6 +3

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

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

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 +3

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools, Disguise kit, forgery kit

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, Expertise, Sneak Attack, Thieves' Cant

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

180 lbs.	360 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	43	Gender	M
Height	3'-4"	Weight	40 lb.
Eyes	Turq.	Hair	Flaxen
Skin	Walnut	Handedness	

Physical Description

CHARACTER SKETCH

Languages	Common, Gnomish, Thieves' cant

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	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

Spellcasting

Primary Ability: Intelligence

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	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

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

+9 Passive Wisdom (Perception)

ARMOR CLASS

- Armored
15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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

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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

RANGED WEAPON light crossbow

☐ Thrown

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

TYPE: P RANGE: 80/320 DAMAGE: 1 d 8 +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:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

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, Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

150 lbs.	300 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

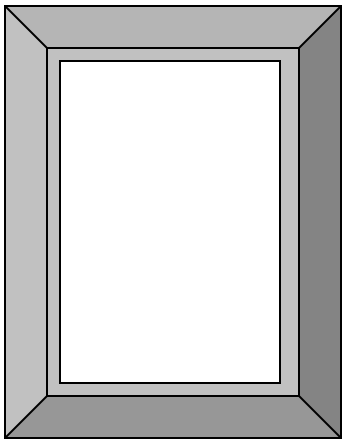
A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

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

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales



CHARACTER SKETCH

Languages	Common, Gnomish, Elvish, Draconic

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 Hermit, exiled for a crime I didn't commit.

Proficiencies based on background Medicine, Religion, Herbalism kit

Languages based on background One of your choice

Equipment based on background herbalism kit

Feature: Discovery

Personality Traits I rarely speak

Ideals Logic

Bonds others might still be hunting me.

Flaws I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Gnome	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	S	Height	3'-4"	Weight	40
Speed	25	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	11	0	☐ 0
CON	14	+2	☐ +2
INT	15	+2	☐ +2
WIS	12	+1	☑ +3
CHA	15	+2	☑ +4

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 Hit Dice

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+11 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE B | DAMAGE 1 d 6 -1

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | DAMAGE 1 d 4 0

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 0

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 0

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons

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, Otherworldly Patron: the Archfey, Fey Presence

ARMOR	Leather	Armor Class	11+d

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.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

120 lbs.	240 lbs.	45.5
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

a signet ring of an imaginary duke

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 Charlatan

Proficiencies based on background Deception, Sleight of Hand

Languages based on background None

Equipment based on background

Favorite scam: I put on new identities like clothes.

Personality Traits Flattery to get what I want.

Ideals Creativity

Bonds I seek to atone for my misdeeds.

Flaws I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

☑ **Level:** 0 **Spell:** blast
Description:

☑ **Level:** 0 **Spell:** chill touch
Description:

☐ **Level:** 1 **Spell:** ray of sickness
Description:

☐ **Level:** 1 **Spell:** witch bolt
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Gnome	Sex	M
Alignment	LN	Class	Wizard	Level	1
Size	S	Height	3'-4"	Weight	40
Speed	25	Initiative			

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	15	+2	☐ +2
CON	13	+1	☐ +1
INT	17	+3	☑ +5
WIS	12	+1	☑ +3
CHA	10	0	☐ 0

+11 Passive Wisdom (Perception)

ARMOR CLASS

Armored

12 Without Armor

HIT POINTS

7

Current Hit Points

Temporary Hit Points

1d6 **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

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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE DAMAGE d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

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, Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

120 lbs.	240 lbs.	68
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

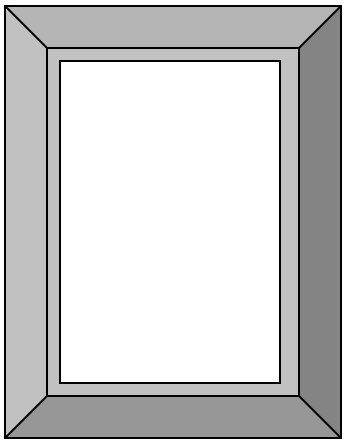
Other Items

a letter from a dead colleague posing a question you have not yet been able to answer

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, Elvish, Halfling

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	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	
	Feature: Researcher
Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

Spellcasting

Primary Ability: Intelligence

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	CN	Class	Barbarian	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+2		

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

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 12 +2

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +2

AMMO

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +2

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Rage, Unarmred Defense

ARMOR	None			Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

225 lbs.	450 lbs.	112
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

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lbs
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals	Change.
Bonds	I have visions of a coming disaster
Flaws	Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	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	15	+2	☑ +4
CON	14	+2	☐ +2
INT	12	+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

+11 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
- ☐ +1 Arcana Int
- ☐ 0 Athletics Str
- ☑ +5 Deception Cha
- ☑ +3 History Int
- ☐ -1 Insight Wis
- ☐ +3 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ -1 Medicine Wis
- ☑ +3 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:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Bardic Inspiration

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	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
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	+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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	9	-1	☐ -1
CON	14	+2	☐ +2
INT	10	0	☐ 0
WIS	15	+2	☑ +4
CHA	14	+2	☑ +4

ARMOR CLASS

18 Armored

9 Without Armor

HIT POINTS

10

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

+14 Passive Wisdom (Perception)

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	-1		

MELEE WEAPON mace
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 2 + MAGIC ___ = TOTAL ATK BONUS +4
TYPE B DAMAGE 6 d ___ +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 light crossbow
☐ Thrown
☑ PROFICIENCY 2 + DEX -1 + MAGIC ___ = TOTAL ATK BONUS +1
TYPE P RANGE 80/320 DAMAGE 1 d 8 -1
AMMO

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

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:
None

WEAPONS:
All simple weapons

ARMOR:
Light armor, medium armor, shields

OTHER:
Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

210 lbs.	420 lbs.	96.5
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

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling, Gnomish

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
BACKGROUND	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits see omens in every event

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	9	-1	☐ -1
CON	15	+2	☐ +2
INT	10	0	☑ +2
WIS	15	+2	☑ +4
CHA	14	+2	☐ +2

ARMOR CLASS

11 Armored

9 Without Armor

HIT POINTS

10

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

+14 Passive Wisdom (Perception)

MELEE WEAPON scimitar
☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE: S DAMAGE: 1 d 6 +1

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 _____
☐ 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:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from your studies.

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Druidic, Gnomish

Special Features

RACE and SUBRACE Half-Elf

Ability Score Increase based on race Cha +2, two others +1 (DEX, CON)

Proficiencies based on race 2 of your choice (Persuasion, Perception)

Traits based on race Darkvision, Fey Ancestry

Languages based on race Common, Elvish, +1 of your choice

BACKGROUND Hermit, I needed to commune with nature.

Proficiencies based on background Medicine, Religion

Languages based on background One of your choice

Equipment based on background

winter blanket, common clothes, herbalism kit

Personality Traits I rarely speak.

Ideals Greater Good.

Bonds I'm still seeking enlightenment.

Flaws I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	LG	Class	Fighter	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+2		

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

ARMOR CLASS

18 Armored

12 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

+13 Passive Wisdom (Perception)

MELEE WEAPON Longsword

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 8 +2

MELEE WEAPON (when used 2 handed)

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 10 +2

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

PROFICIENCIES

SKILLS:

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

SAVES:

Strength, Constitution

TOOLS:

Dice set, vehicles (land)

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Dueling, Second Wind

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	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	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

225 lbs.	450 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

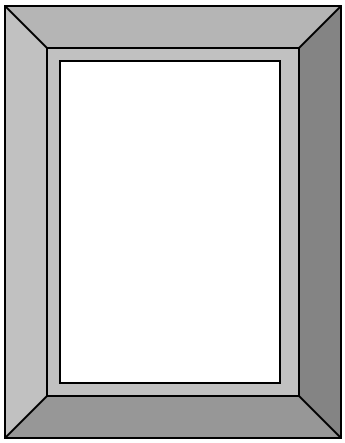
An insignia of rank, a broken blade taken from a fallen enemy, a set of bone dice

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE Half-Elf

Ability Score Increase based on race Cha +2, two others +1 (DEX, CON)

Proficiencies based on race 2 of your choice (Persuasion, Perception)

Traits based on race Darkvision, Fey Ancestry

Languages based on race Common, Elvish, +1 of your choice

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

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	LG	Class	Monk	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☑ +3
DEX	16	+3	☑ +5
CON	13	+1	☐ +1
INT	8	-1	☐ -1
WIS	14	+2	☐ +2
CHA	12	+1	☐ +1

ARMOR CLASS

- Armored
15 Without Armor

HIT POINTS

11

Current Hit Points

Temporary Hit Points

1b8 **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

+14 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +3

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE B | DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON dart

☐ Thrown

☑ PROFICIENCY	DEX	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:

- ☑ +5 Acrobatics Dex
- ☐ +2 Animal Handling Wis
- ☐ -1 Arcana Int
- ☐ +1 Athletics Str
- ☐ +1 Deception Cha
- ☐ -1 History Int
- ☐ +2 Insight Wis
- ☐ +1 Intimidation Cha
- ☐ -1 Investigation Int
- ☐ +2 Medicine Wis
- ☐ -1 Nature Int
- ☑ +4 Perception Wis
- ☐ +1 Performance Cha
- ☑ +3 Persuasion Cha
- ☐ -1 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☐ +2 Survival Wis

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	61
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Gnomish, Halfling

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
BACKGROUND	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	LG	Class	Paladin	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	14	+2	☐ +2
CON	11	0	☐ 0
INT	12	+1	☐ +1
WIS	8	-1	☑ +1
CHA	16	+3	☑ +5

ARMOR CLASS

16 Armored

12 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

+11 Passive Wisdom (Perception)

MELEE WEAPON Longsword
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 8 +2

MELEE WEAPON LS (two handed)
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 10 +2

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

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY STR 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:

- ☐ +2 Acrobatics Dex
- ☐ -1 Animal Handling Wis
- ☐ +1 Arcana Int
- ☑ +4 Athletics Str
- ☐ +3 Deception Cha
- ☑ +3 History Int
- ☐ -1 Insight Wis
- ☑ +5 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ -1 Medicine Wis
- ☐ +1 Nature Int
- ☑ +1 Perception Wis
- ☐ +3 Performance Cha
- ☑ +5 Persuasion Cha
- ☑ +3 Religion Int
- ☐ +2 Sleight of Hand Dex
- ☐ +2 Stealth Dex
- ☐ -1 Survival Wis

SAVES:

Wisdom , Charisma

TOOLS:

Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Divine Sense, Lay on Hands

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

225 lbs.	450 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	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description
Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
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	+13

Spell attack modifier proficiency bonus + Primary Ability modifier	+5

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	NG	Class	Ranger	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	16	+3	☐ +3
CON	11	0	☐ 0
INT	12	+1	☐ +1
WIS	14	+2	☐ +2
CHA	10	0	☐ 0

ARMOR CLASS

14 Armored

13 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

+14 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +3

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 Longbow

☐ Thrown

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

TYPE: P RANGE: 150/600 DAMAGE: 1 d 8 +3

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

- ☐ +3 Acrobatics Dex
- ☑ +4 Animal Handling Wis
- ☐ +1 Arcana Int
- ☑ +3 Athletics Str
- ☐ 0 Deception Cha
- ☐ +1 History Int
- ☐ +2 Insight Wis
- ☐ 0 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ +2 Medicine Wis
- ☑ +3 Nature Int
- ☑ +4 Perception Wis
- ☐ 0 Performance Cha
- ☑ +2 Persuasion Cha
- ☐ +1 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☑ +4 Survival Wis

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Favored Enemy, Natural Explorer

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.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
BACKGROUND	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	

Personality Traits driven by wanderlust

Ideals Greater Good.

Bonds Injury to the wilderness is an injury to me.

Flaws There's no room for caution

Feature: Wanderer

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	CN	Class	Rogue	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	16	+3	☑ +5
CON	11	0	☐ 0
INT	14	+2	☑ +4
WIS	13	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

14 Armored

13 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 + 3 + ☐ = +5
TYPE P DAMAGE 1 d 8 +3

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

MELEE WEAPON
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
☐ + ☐ + ☐ = ☐
TYPE ☐ DAMAGE d

RANGED WEAPON Shortbow
☐ Thrown
☑ PROFICIENCY DEX MAGIC TOTAL ATK BONUS
2 + 3 + ☐ = +5
TYPE P RANGE 80/320 DAMAGE 1 d 6 +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

- ☑ +5 Acrobatics Dex
- ☐ +1 Animal Handling Wis
- ☐ +2 Arcana Int
- ☐ +1 Athletics Str
- ☑ +2 Deception Cha
- ☐ +2 History Int
- ☑ +3 Insight Wis
- ☐ 0 Intimidation Cha
- ☑ +4 Investigation Int
- ☐ +1 Medicine Wis
- ☐ +2 Nature Int
- ☑ +3 Perception Wis
- ☐ 0 Performance Cha
- ☑ +2 Persuasion Cha
- ☐ +2 Religion Int
- ☑ +5 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☐ +1 Survival Wis

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools, Disguise kit, forgery kit

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Expertise, Sneak Attack, Thieves' Cant

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

180 lbs.	360 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	22	Gender	M
Height	5'-6"	Weight	155 lb..
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Thieves' cant

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	CN	Class	Sorcerer	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	☐ +2
CON	15	+2	☑ +4
INT	12	+1	☐ +1
WIS	8	-1	☐ -1
CHA	17	+3	☑ +5

+11 Passive Wisdom (Perception)

ARMOR CLASS

- Armored
15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **Hit Dice**

Available Hit Dice

INSPIRATION ☐

PROFICIENCY BONUS

+2

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 +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:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Draconic Ancestry (Red)

ARMOR	none			Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

150 lbs.	300 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling, Draconic

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
BACKGROUND	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit

Feature: Discovery

Personality Traits I rarely speak

Ideals Logic

Bonds others might still be hunting me.

Flaws I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	11	0	☐ 0
CON	15	+2	☐ +2
INT	13	+1	☐ +1
WIS	12	+1	☑ +3
CHA	17	+3	☑ +5

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 Hit Dice

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+13 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE B | DAMAGE 1 d 6 -1

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | DAMAGE 1 d 4 0

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 0

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 0

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons

ARMOR:

Light armor

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Otherworldly Patron: the Archfey, Fey Presence

ARMOR	Leather				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

120 lbs.	240 lbs.	45.5
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

a signet ring of an imaginary duke

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE Half-Elf

Ability Score Increase based on race Cha +2, two others +1 (DEX, CON)

Proficiencies based on race 2 of your choice (Persuasion, Perception)

Traits based on race Darkvision, Fey Ancestry

Languages based on race Common, Elvish, +1 of your choice

BACKGROUND Charlatan

Proficiencies based on background Deception, Sleight of Hand

Languages based on background None

Equipment based on background

Favorite scam: I put on new identities like clothes.

Personality Traits Flattery to get what I want.

Ideals Creativity

Bonds I seek to atone for my misdeeds.

Flaws I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** blast
  Description:
- [x] **Level:** 0 **Spell:** chill touch
  Description:
- [ ] **Level:** 1 **Spell:** ray of sickness
  Description:
- [ ] **Level:** 1 **Spell:** witch bolt
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Elf	Sex	M
Alignment	LN	Class	Wizard	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	15	+2	☐ +2
CON	14	+2	☐ +2
INT	15	+2	☑ +4
WIS	12	+1	☑ +3
CHA	12	+1	☐ +1

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

8

Current Hit Points

Temporary Hit Points

1d6 **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 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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Advantage on saves against being charmed, Immune to sleep spells

Notes:

Darkvision, Fey Ancestry, Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

120 lbs.	240 lbs.	68
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

a letter from a dead colleague posing a question you have not yet been able to answer

PHYSICAL CHARACTERISTICS

Age	22	Gender	M
Height	5'-6"	Weight	155 lb.
Eyes	Hazel	Hair	Blond
Skin	Lt. Tan	Handedness	R

Physical Description

Keeps hair and beard short and neatly trimmed.

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Gnomish, Halfling

Special Features

RACE and SUBRACE	Half-Elf
Ability Score Increase based on race	Cha +2, two others +1 (DEX, CON)
Proficiencies based on race	2 of your choice (Persuasion, Perception)
Traits based on race	Darkvision, Fey Ancestry
Languages based on race	Common, Elvish, +1 of your choice
BACKGROUND	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	

Feature: Researcher

Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	CN	Class	Barbarian	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☑ +5
DEX	13	+1	☐ +1
CON	15	+2	☑ +4
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
- 13 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 12 +3

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +3

AMMO

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +3

AMMO

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:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Rage, Unarmred Defense

ARMOR	None			Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

255 lbs.	510 lbs.	112
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

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals Change.

Bonds I have visions of a coming disaster

Flaws Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	14	+2	☑ +4
CON	11	0	☐ 0
INT	12	+1	☐ +1
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 ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+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
- ☐ +1 Arcana Int
- ☐ +1 Athletics Str
- ☑ +4 Deception Cha
- ☑ +3 History Int
- ☐ -1 Insight Wis
- ☑ +4 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ -1 Medicine Wis
- ☐ +1 Nature Int
- ☐ -1 Perception Wis
- ☑ +4 Performance Cha
- ☑ +4 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, Relentless Endurance, Savage Attacks, Bardic Inspiration

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

180 lbs.	360 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	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	16	+3	☐ +3
DEX	8	-1	☐ -1
CON	14	+2	☐ +2
INT	10	0	☐ 0
WIS	15	+2	☑ +4
CHA	12	+1	☑ +3

ARMOR CLASS

18 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE: B DAMAGE: 6 d +3

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 light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	-1	+		=	+1

TYPE: P RANGE: 80/320 DAMAGE: 1 d 8 -1

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

240 lbs.	480 lbs.	96.5
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

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Dr.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits	see omens in every event
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	8	-1	☐ -1
CON	15	+2	☐ +2
INT	10	0	☑ +2
WIS	15	+2	☑ +4
CHA	12	+1	☐ +1

ARMOR CLASS

11 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	-1		

MELEE WEAPON scimitar

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 6 +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 _____

☐ 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:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from your studies.

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish, Druidic

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice
Equipment based on background	

winter blanket, common clothes, herbalism kit

Personality Traits I rarely speak.

Ideals Greater Good.

Bonds I'm still seeking enlightenment.

Flaws I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	LG	Class	Fighter	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☑ +5
DEX	13	+1	☐ +1
CON	15	+2	☑ +4
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 Longsword

☐ 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

PROFICIENCIES

SKILLS:

- ☑ +3 Acrobatics Dex
- ☑ +3 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:

Dice set, vehicles (land)

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Dueling, Second Wind

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	
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	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

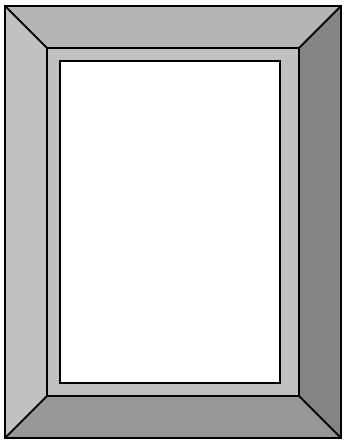
Other Items

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

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Orc

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Soldier, Infantry
Proficiencies based on background	Athletics, Animal Handling
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

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	LG	Class	Monk	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+2		

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

ARMOR CLASS

- Armored
14 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1b8 **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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +2

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE B | DAMAGE 1 d 4 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON dart

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	61
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dr.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	LG	Class	Paladin	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	17	+3	☐ +3
DEX	13	+1	☐ +1
CON	11	0	☐ 0
INT	12	+1	☐ +1
WIS	8	-1	☑ +1
CHA	14	+2	☑ +4

ARMOR CLASS

16 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

+11 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:

Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Divine Sense, Lay on Hands

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	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dr.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
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	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	NG	Class	Ranger	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	15	+2	☐ +2
CON	11	0	☐ 0
INT	12	+1	☐ +1
WIS	14	+2	☐ +2
CHA	8	-1	☐ -1

ARMOR CLASS

13 Armored

12 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE P DAMAGE 1 d 6 +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 Longbow

☐ Thrown

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

TYPE P RANGE 150/600 DAMAGE 1 d 8 +2

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Favored Enemy, Natural Explorer

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.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

225 lbs.	450 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	

Personality Traits driven by wanderlust

Ideals Greater Good.

Bonds Injury to the wilderness is an injury to me.

Flaws There's no room for caution

Feature: Wanderer

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	CN	Class	Rogue	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+4		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	15	+2	☑ +4
CON	11	0	☐ 0
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 ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+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

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Expertise, Sneak Attack, Thieves' Cant

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
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	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dr.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Thieves' cant

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	CN	Class	Sorcerer	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+1		

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

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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 Dagger

☑ Finess Weapon

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P DAMAGE: 1 d 4 +1

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 light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P RANGE: 80/320 DAMAGE: 1 d 8 +1

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P RANGE: 20/60 DAMAGE: 1 d 4 +1

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

180 lbs.	360 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales

CHARACTER SKETCH

Languages	Common, Orc, Elvish, Draconic

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	10	0	☐ 0
CON	15	+2	☐ +2
INT	13	+1	☐ +1
WIS	12	+1	☑ +3
CHA	15	+2	☑ +4

+11 Passive Wisdom (Perception)

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

1d8 Hit Dice

Current Hit Points

Temporary Hit Points

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

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+0		

MELEE WEAPON mace
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 0 + MAGIC _ = TOTAL ATK BONUS +2
TYPE B DAMAGE 1 d 6 0

MELEE WEAPON Dagger
☑ Finess Weapon
☑ PROFICIENCY 2 + DEX 0 + MAGIC _ = TOTAL ATK BONUS +2
TYPE P DAMAGE 1 d 4 0

MELEE WEAPON _____
☐ Finess Weapon
☐ PROFICIENCY _ + STR _ + MAGIC _ = TOTAL ATK BONUS _
TYPE _ DAMAGE _ d _

RANGED WEAPON light crossbow
☐ Thrown
☑ PROFICIENCY 2 + DEX 0 + MAGIC _ = TOTAL ATK BONUS +2
TYPE P RANGE 80/320 DAMAGE 1 d 8 0

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON Dagger (thrown)
☐ Thrown
☑ PROFICIENCY 2 + DEX 0 + MAGIC _ = TOTAL ATK BONUS +2
TYPE P RANGE 20/60 DAMAGE 1 d 4 0

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

☐	0	Acrobatics	Dex
☐	+1	Animal Handling	Wis
☑	+3	Arcana	Int
☐	0	Athletics	Str
☑	+4	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
☐	+2	Persuasion	Cha
☐	+1	Religion	Int
☑	+2	Sleight of Hand	Dex
☐	0	Stealth	Dex
☐	+1	Survival	Wis

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons

ARMOR:

Light armor

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Otherworldly Patron: the Archfey Fey Presence

ARMOR	Leather				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

150 lbs.	300 lbs.	45.5
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

a signet ring of an imaginary duke

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Charlatan
Proficiencies based on background	Deception, Sleight of Hand
Languages based on background	None
Equipment based on background	

Favorite scam: I put on new identities like clothes.

Personality Traits	Flattery to get what I want.
Ideals	Creativity
Bonds	I seek to atone for my misdeeds.
Flaws	I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

☑ **Level:** 0 **Spell:** blast
Description:

☑ **Level:** 0 **Spell:** chill touch
Description:

☐ **Level:** 1 **Spell:** ray of sickness
Description:

☐ **Level:** 1 **Spell:** witch bolt
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Half-Orc	Sex	M
Alignment	LN	Class	Wizard	Level	1
Size	M	Height	6'-6"	Weight	220
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	14	+2	☐ +2
CON	14	+2	☐ +2
INT	15	+2	☑ +4
WIS	12	+1	☑ +3
CHA	10	0	☐ 0

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

8

Current Hit Points

Temporary Hit Points

1d6 **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 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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Darkvision, Relentless Endurance, Savage Attacks, Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

150 lbs.	300 lbs.	68
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

a letter from a dead colleague posing a question you have not yet been able to answer

PHYSICAL CHARACTERISTICS

Age	15	Gender	M
Height	6'-6"	Weight	220 lb.
Eyes	Dk.Br.	Hair	Black
Skin	Ruddy	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Orc, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Half-Orc
Ability Score Increase based on race	+2 Str, +1 Con
Proficiencies based on race	Intimidation
Traits based on race	Darkvision, Relentless Endurance, Savage Attacks
Languages based on race	Common, Orc
BACKGROUND	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	
Feature: Researcher	
Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	CN	Class	Barbarian	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	15	+2	☐ +2
CON	14	+2	☑ +4
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 (2 handed)

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 10 +2

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE S | DAMAGE 1 d 6 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE P | RANGE 30/120 | DAMAGE 1 d 6 +2

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON handaxe

☑ Thrown

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

TYPE S | RANGE 20/60 | DAMAGE 1 d 6 +2

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

☐	+2	Acrobatics Dex
☐	+1	Animal Handling Wis
☐	-1	Arcana Int
☑	+4	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
☐	+2	Sleight of Hand Dex
☐	+2	Stealth Dex
☑	+3	Survival Wis

SAVES:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Rage, Unarmred Defense

ARMOR	None			Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Battleaxe	4		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

225 lbs.	450 lbs.	112
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

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling, Elvish

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals Change.

Bonds I have visions of a coming disaster

Flaws Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+3		

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

ARMOR CLASS

14 Armored

13 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 +	3 +		= +5

TYPE P | DAMAGE 1 d 8 +3

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 +	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 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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PROFICIENCIES

SKILLS:

- ☑ +5 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
- ☐ +3 Sleight of Hand Dex
- ☐ +3 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 saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Bardic Inspiration

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	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
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	+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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	10	0	☐ 0
CON	13	+1	☐ +1
INT	10	0	☐ 0
WIS	15	+2	☑ +4
CHA	13	+1	☑ +3

ARMOR CLASS

18 Armored

10 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

+12 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE B DAMAGE 6 d +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 light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P RANGE 80/320 DAMAGE 1 d 8 0

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

210 lbs.	420 lbs.	96.5
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

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits	see omens in every event
Ideals	Charity
Bonds	Everything I do is for the common people.
Flaws	I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+0		

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

ARMOR CLASS

12 Armored

10 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

MELEE WEAPON scimitar

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE S DAMAGE 1 d 6 +1

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

☐ 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

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

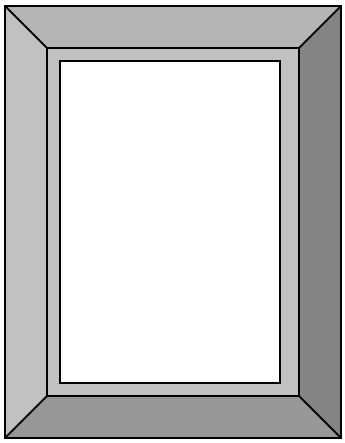
Other Items

A scroll case stuffed full of notes from your studies.

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Halfling, Elvish, Druidic

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice
Equipment based on background	winter blanket, common clothes, herbalism kit
Personality Traits	I rarely speak.
Ideals	Greater Good.
Bonds	I'm still seeking enlightenment.
Flaws	I like keeping secrets.
Feature: Discovery	

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	LLGG	Class	Fighter	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	15	+2	☐ +2
CON	14	+2	☑ +4
INT	8	-1	☐ -1
WIS	12	+1	☐ +1
CHA	11	0	☐ 0

ARMOR CLASS

18 Armored

12 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 Longsword

☐ Finess Weapon

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

TYPE: S — DAMAGE: 1 d 8 +2

MELEE WEAPON (when used 2 handed)

☐ Finess Weapon

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

TYPE: S — DAMAGE: 1 d 10 +2

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:

☑	+4	Acrobatics Dex
☐	+1	Animal Handling Wis
☐	-1	Arcana Int
☑	+4	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
☐	+2	Sleight of Hand Dex
☐	+2	Stealth Dex
☑	+3	Survival Wis

SAVES:

Strength, Constitution

TOOLS:

Dice set, vehicles (land)

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Dueling, Second Wind

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	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	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

225 lbs.	450 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

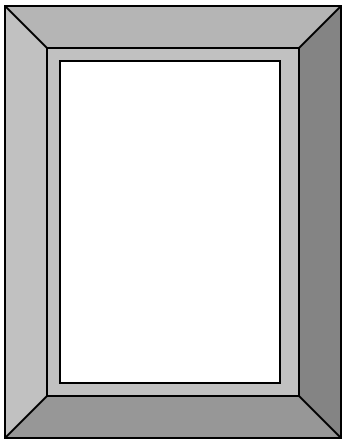
Other Items

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

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Halfling

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
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

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	LG	Class	Monk	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☑ +3
DEX	17	+3	☑ +5
CON	12	+1	☐ +1
INT	8	-1	☐ -1
WIS	14	+2	☐ +2
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1b8 **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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +3

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE: B DAMAGE: 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

RANGED WEAPON dart

☐ Thrown

☑ PROFICIENCY		DEX		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:

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	61
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	LG	Class	Paladin	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	15	+2	☐ +2
CON	10	0	☐ 0
INT	12	+1	☐ +1
WIS	8	-1	☑ +1
CHA	15	+2	☑ +4

ARMOR CLASS

16 Armored

12 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 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 8 +2

MELEE WEAPON LS (two handed)
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 10 +2

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

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY STR 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:

☐	+2	Acrobatics	Dex
☐	-1	Animal Handling	Wis
☐	+1	Arcana	Int
☐	+2	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
☐	+2	Sleight of Hand	Dex
☐	+2	Stealth	Dex
☐	-1	Survival	Wis

SAVES:

Wisdom , Charisma

TOOLS:

Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Divine Sense, Lay on Hands

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

225 lbs.	450 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	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling, Elvish

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
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	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	NG	Class	Ranger	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	17	+3	☐ +3
CON	10	0	☐ 0
INT	12	+1	☐ +1
WIS	14	+2	☐ +2
CHA	9	-1	☐ -1

ARMOR CLASS

14 Armored

13 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +3

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 Longbow

☐ Thrown

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

TYPE P | RANGE 150/600 | DAMAGE 1 d 8 +3

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
	+	+	=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

- ☐ +3 Acrobatics Dex
- ☑ +4 Animal Handling Wis
- ☐ +1 Arcana Int
- ☑ +3 Athletics Str
- ☐ -1 Deception Cha
- ☐ +1 History Int
- ☐ +2 Insight Wis
- ☐ -1 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ +2 Medicine Wis
- ☑ +3 Nature Int
- ☐ +2 Perception Wis
- ☐ -1 Performance Cha
- ☐ -1 Persuasion Cha
- ☐ +1 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☑ +4 Survival Wis

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Favored Enemy, Natural Explorer

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling, Elvish

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution
Feature: Wanderer	

Notes

Spellcasting

Primary Ability: Wisdom

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	CN	Class	Rogue	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	17	+3	☑ +5
CON	10	0	☐ 0
INT	14	+2	☑ +4
WIS	13	+1	☐ +1
CHA	9	-1	☐ -1

ARMOR CLASS

14 Armored

13 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	+	3	+		=	+5

TYPE P | DAMAGE 1 d 8 +3

MELEE WEAPON Dagger

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☑ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | DAMAGE d

RANGED WEAPON Shortbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 6 +3

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

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

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 +3

AMMO

PROFICIENCIES

SKILLS:

- ☑ +5 Acrobatics Dex
- ☐ +1 Animal Handling Wis
- ☐ +2 Arcana Int
- ☐ +1 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
- ☑ +5 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☐ +1 Survival Wis

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools, Disguise kit, forgery kit

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
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

180 lbs.	360 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

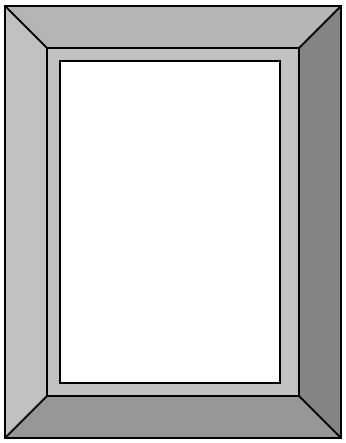
Other Items

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

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-6"	Weight	41 lbx.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Halfling, Thieves' cant

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	10	0	☐ 0
DEX	15	+2	☐ +2
CON	14	+2	☑ +4
INT	12	+1	☐ +1
WIS	8	-1	☐ -1
CHA	16	+3	☑ +5

ARMOR CLASS

- Armored
15 Without Armor

HIT POINTS

9

1d6 Hit Dice

Current Hit Points

Temporary Hit Points

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)

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	CN	Class	Sorcerer	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 +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:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

150 lbs.	300 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales

CHARACTER SKETCH

Languages	Common, Halfling, Elvish, Draconic

Special Features

RACE and SUBRACE	Lightfoot Halflin
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+1		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	12	+1	☐ +1
CON	14	+2	☐ +2
INT	13	+1	☐ +1
WIS	12	+1	☑ +3
CHA	16	+3	☑ +5

ARMOR CLASS

12 Armored

11 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 Hit Dice

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+11 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE B | DAMAGE 1 d 6 -1

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE P | DAMAGE 1 d 4 +1

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 +1

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 +1

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons

ARMOR:

Light armor

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Otherworldly Patron: the Archfey Fey Presence

ARMOR	Leather				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
light	1 min.	1 min.	-	-	10	

SHIELD	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

120 lbs.	240 lbs.	45.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 15 PP_____

Jewels & Gems

Magic Items

Other Items

a signet ring of an imaginary duke

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	Charlatan
Proficiencies based on background	Deception, Sleight of Hand
Languages based on background	None
Equipment based on background	

Favorite scam: I put on new identities like clothes.

Personality Traits Flattery to get what I want.

Ideals Creativity

Bonds I seek to atone for my misdeeds.

Flaws I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** blast
  Description:
- [x] **Level:** 0 **Spell:** chill touch
  Description:
- [ ] **Level:** 1 **Spell:** ray of sickness
  Description:
- [ ] **Level:** 1 **Spell:** witch bolt
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Halfling	Sex	M
Alignment	LN	Class	Wizard	Level	1
Size	S	Height	3'-1"	Weight	41
Speed	25	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	16	+3	☐ +3
CON	13	+1	☐ +1
INT	15	+2	☑ +4
WIS	12	+1	☑ +3
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 13 Without Armor

HIT POINTS

7

Current Hit Points

Temporary Hit Points

1d6 **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 Dagger

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 4 +3

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)

☐ Thrown

☑ PROFICIENCY		DEX		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:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

advantage on saving throws against being frightened.

Notes:

Lucky (When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll), Brave, Halfling Nimbleness, Naturally Stealthy, Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

120 lbs.	240 lbs.	68
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a letter from a dead colleague posing a question you have not yet been able to answer

PHYSICAL CHARACTERISTICS

Age	24	Gender	M
Height	3'-1"	Weight	41 lbs.
Eyes	hazel	Hair	sandy brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Halfling, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Lightfoot Halfling
Ability Score Increase based on race	Dex +2, Cha +1
Proficiencies based on race	Brave
Traits based on race	Lucky, Halfling Nimbleness, Naturally Stealthy
Languages based on race	Common and Halfling
BACKGROUND	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	
Feature: Researcher	
Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
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  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	CN	Class	Barbarian	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	16	+3	☑ +5
DEX	14	+2	☐ +2
CON	15	+2	☑ +4
INT	9	-1	☐ -1
WIS	13	+1	☐ +1
CHA	11	0	☐ 0

ARMOR CLASS

14 Armored

14 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 12 +3

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 6 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE: P RANGE: 30/120 DAMAGE: 1 d 6 +3

AMMO

RANGED WEAPON handaxe

☑ Thrown

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

TYPE: S RANGE: 20/60 DAMAGE: 1 d 6 +3

AMMO

PROFICIENCIES

SKILLS:

☐	+2	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
☐	+2	Sleight of Hand Dex
☐	+2	Stealth Dex
☑	+3	Survival Wis

SAVES:

TOOLS:
Flute

WEAPONS:
Simple weapons, martial weapons

ARMOR:
Light armor, medium armor, shields

OTHER:

Notes:

Rage, Unarmred Defense

ARMOR	None				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

240 lbs.	480 lbs.	112
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

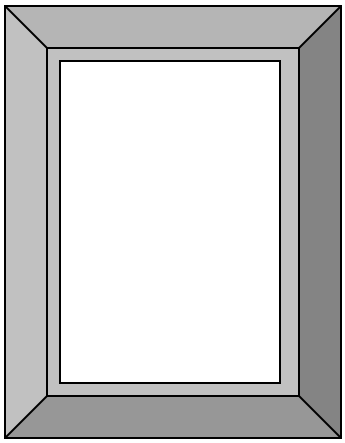
Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	Rt.

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals Change.

Bonds I have visions of a coming disaster

Flaws Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	CG	Class	Bard	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	11	0	☐ 0
DEX	15	+2	☑ +4
CON	14	+2	☐ +2
INT	13	+1	☐ +1
WIS	9	-1	☐ -1
CHA	16	+3	☑ +5

ARMOR CLASS

13 Armored

12 Without Armor

HIT POINTS

10

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 Dagger

☑ Finess Weapon

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

TYPE P | DAMAGE d +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | DAMAGE d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | RANGE | DAMAGE d

AMMO

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:

Bardic Inspiration

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

165 lbs.	330 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

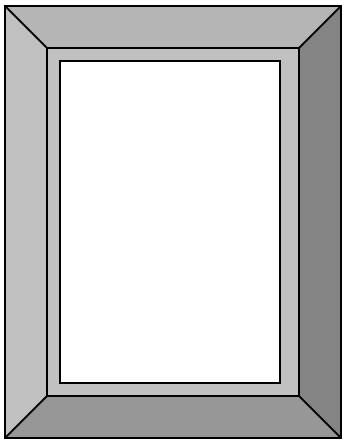
Other Items

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

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R.

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	9	-1	☐ -1
CON	14	+2	☐ +2
INT	11	0	☐ 0
WIS	16	+3	☑ +5
CHA	13	+1	☑ +3

ARMOR CLASS

18 Armored

9 Without Armor

HIT POINTS

10

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 mace

☐ Finess Weapon

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

TYPE B DAMAGE 6 d +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 light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE P RANGE 80/320 DAMAGE 1 d 8 -1

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

225 lbs.	450 lbs.	96.5
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

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R.

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish,Dwarvish, Gnomish

Special Features

RACE and SUBRACE

Ability Score Increase based on race +1 to each

Proficiencies based on race none

Traits based on race Speed 30

Languages based on race Common + one

BACKGROUND acolyte

Proficiencies based on background Insight, Religion

Languages based on background Two of your choice

Equipment based on background holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits see omens in every event

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- ☑ **Level:** 0 **Spell:** (bonus domain cantrip) light
  Description:
- ☑ **Level:** 0 **Spell:** Guidance
  Description:
- ☑ **Level:** 0 **Spell:** Resistance
  Description:
- ☑ **Level:** 0 **Spell:** Sacred Flame
  Description:
- ☐ **Level:** 1 **Spell:** Bane
  Description:
- ☐ **Level:** 1 **Spell:** Bless
  Description:
- ☐ **Level:** 1 **Spell:** Command
  Description:
- ☐ **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- ☐ **Level:** 1 **Spell:** Healing Word
  Description:
- ☐ **Level:** 1 **Spell:** Inflict Wounds
  Description:

- ☐ **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- ☐ **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- ☐ **Level:** 1 **Spell:** Sanctuary
  Description:
- ☐ **Level:** 1 **Spell:** Shield of Faith
  Description:
- ☑ **Level:** 1 **Spell:** (bonus domain spell) burning hands
  Description:
- ☑ **Level:** 1 **Spell:** (bonus domain spell) faerie fire
  Description:
- ☐ **Level:** **Spell:**
  Description:
- ☐ **Level:** **Spell:**
  Description:
- ☐ **Level:** **Spell:**
  Description:
- ☐ **Level:** **Spell:**
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- ☐ **Level:** **Spell:**
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- ☐ **Level:** **Spell:**
  Description:
- ☐ **Level:** **Spell:**
  Description:
- ☐ **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	9	-1	☐ -1
CON	15	+2	☐ +2
INT	11	0	☑ +2
WIS	16	+3	☑ +5
CHA	13	+1	☐ +1

ARMOR CLASS

12 Armored

9 Without Armor

HIT POINTS

10

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 scimitar

☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 6 +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

☐ 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

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

Notes:

Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

210 lbs.	420 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from your studies.

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R.

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Druidic

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice
Equipment based on background	

winter blanket, common clothes, herbalism kit

Personality Traits I rarely speak.

Ideals Greater Good.

Bonds I'm still seeking enlightenment.

Flaws I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	16	+3	☑ +5
DEX	14	+2	☐ +2
CON	15	+2	☑ +4
INT	9	-1	☐ -1
WIS	13	+1	☐ +1
CHA	11	0	☐ 0

ARMOR CLASS

18 Armored

12 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)

CHARACTER

Name		Race	Human	Sex	M
Alignment	LG	Class	Fighter	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+2		

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

MELEE WEAPON (when used 2 handed)
☐ Finess Weapon
☑ PROFICIENCY 2 + STR 3 + MAGIC ___ = TOTAL ATK BONUS +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

PROFICIENCIES

SKILLS:

- ☑ +4 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
- ☐ +2 Sleight of Hand Dex
- ☐ +2 Stealth Dex
- ☑ +3 Survival Wis

SAVES:

Strength, Constitution

TOOLS:

Dice set, vehicles (land)

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Notes:

Dueling, Second Wind

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.
Longsword	3	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

240 lbs.	480 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	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R.

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish

Special Features

RACE and SUBRACE Human

Ability Score Increase based on race +1 to each

Proficiencies based on race none

Traits based on race Speed 30

Languages based on race Common + one

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

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	LG	Class	Monk	Level	1
Size	M	Height	5'-8"	Weight	148
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☑ +4
DEX	16	+3	☑ +5
CON	13	+1	☐ +1
INT	9	-1	☐ -1
WIS	15	+2	☐ +2
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 15 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1b8 **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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +3

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE: B DAMAGE: 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE: DAMAGE: d

RANGED WEAPON dart

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	3 +		= +3

TYPE: RANGE: DAMAGE: d +3

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

Notes:

Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

210 lbs.	420 lbs.	68.5
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Halfling

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

	Ability Score	Ability Modifier	Saving Throws
STR	16	+3	☐ +3
DEX	14	+2	☐ +2
CON	11	0	☐ 0
INT	13	+1	☐ +1
WIS	9	-1	☑ +1
CHA	15	+2	☑ +4

+9 Passive Wisdom (Perception)

ARMOR CLASS

18 Armored

12 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

CHARACTER

Name		Race	Human	Sex	M
Alignment	LG	Class	Paladin	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+2		

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

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

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

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY 2 + STR 3 + MAGIC ___ = TOTAL ATK BONUS +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:

☐	+2	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
☐	+2	Sleight of Hand	Dex
☐	+2	Stealth	Dex
☐	-1	Survival	Wis

SAVES:
Wisdom , Charisma

TOOLS:
Dragonchess

WEAPONS:
Simple weapons, martial weapons

ARMOR:
All armor, shields

OTHER:

Notes:

Divine Sense, Lay on Hands

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

240 lbs.	480 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	18	Gender	M
Height	5'-8"	Weight	140 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R.

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
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:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	NG	Class	Ranger	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	16	+3	☐ +3
CON	11	0	☐ 0
INT	13	+1	☐ +1
WIS	15	+2	☐ +2
CHA	9	-1	☐ -1

ARMOR CLASS

14 Armored

13 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +3

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 Longbow

☐ Thrown

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

TYPE P | RANGE 150/600 | DAMAGE 1 d 8 +3

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE __ d __

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

- ☐ +3 Acrobatics Dex
- ☑ +4 Animal Handling Wis
- ☐ +1 Arcana Int
- ☑ +4 Athletics Str
- ☐ -1 Deception Cha
- ☐ +1 History Int
- ☐ +2 Insight Wis
- ☐ -1 Intimidation Cha
- ☐ +1 Investigation Int
- ☐ +2 Medicine Wis
- ☑ +3 Nature Int
- ☐ +2 Perception Wis
- ☐ -1 Performance Cha
- ☐ -1 Persuasion Cha
- ☐ +1 Religion Int
- ☐ +3 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☑ +4 Survival Wis

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Favored Enemy, Natural Explorer

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.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

210 lbs.	420 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	4'=8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution

Feature: Wanderer

Notes

Spellcasting

Primary Ability: Wisdom

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

Spellbook / Known Spells

Rangers don't get spells untill 2nd level and they don't get cantrips.

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

☐ **Level:** 1 **Spell:** Animal Friendship
Description:

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

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

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

☐ **Level:** 1 **Spell:** Ensnaring Strike
Description:

☐ **Level:** 1 **Spell:** Fog Cloud
Description:

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

☐ **Level:** 1 **Spell:** Hail o f Thorns
Description:

☐ **Level:** 1 **Spell:** Hunter's Mark
Description:

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

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

☐ **Level:** 1 **Spell:** Speak with Animals
Description:

☐ **Level:** 2 **Spell:** Animal Messenger
Description:

☐ **Level:** 2 **Spell:** Barkskin
Description:

☐ **Level:** 2 **Spell:** Beast Sense
Description:

☐ **Level:** 2 **Spell:** Cordon of Arrows
Description:

☐ **Level:** 2 **Spell:** Darkvision
Description:

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

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

☐ **Level:** 2 **Spell:** Locate Animals or Plants
Description:

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

☐ **Level:** 2 **Spell:** Pass without Trace
Description:

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

☐ **Level:** 2 **Spell:** Silence
Description:

☐ **Level:** 2 **Spell:** Spike Growth
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	CN	Class	Rogue	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+3		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	16	+3	☑ +5
CON	11	0	☐ 0
INT	15	+2	☑ +4
WIS	14	+2	☐ +2
CHA	9	-1	☐ -1

ARMOR CLASS

14 Armored

13 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

+14 Passive Wisdom (Perception)

MELEE WEAPON Rapier

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 8 +3

MELEE WEAPON Dagger

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 4 +3

MELEE WEAPON

☐ Finess Weapon

☑ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE | DAMAGE d

RANGED WEAPON Shortbow

☐ Thrown

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

TYPE P | RANGE 80/320 | DAMAGE 1 d 6 +3

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

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

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 +3

AMMO

PROFICIENCIES

SKILLS:

- ☑ +5 Acrobatics Dex
- ☐ +2 Animal Handling Wis
- ☐ +2 Arcana Int
- ☐ +1 Athletics Str
- ☑ +1 Deception Cha
- ☐ +2 History Int
- ☐ +2 Insight Wis
- ☐ -1 Intimidation Cha
- ☑ +4 Investigation Int
- ☐ +2 Medicine Wis
- ☐ +2 Nature Int
- ☑ +4 Perception Wis
- ☐ -1 Performance Cha
- ☐ -1 Persuasion Cha
- ☐ +2 Religion Int
- ☑ +5 Sleight of Hand Dex
- ☑ +5 Stealth Dex
- ☐ +2 Survival Wis

SAVES:

Dexterity. Intelligence

TOOLS:

Thieves' tools, Disguise kit, forgery kit

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

Notes:

Expertise, Sneak Attack, Thieves' Cant

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

195 lbs.	390 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	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish, Thieves' cant

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
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:

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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	CN	Class	Sorcerer	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	11	0	☐ 0
DEX	14	+2	☐ +2
CON	15	+2	☑ +4
INT	13	+1	☐ +1
WIS	9	-1	☐ -1
CHA	16	+3	☑ +5

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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 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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: — DAMAGE: d

RANGED WEAPON light crossbow

☐ Thrown

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

TYPE: P — RANGE: 80/320 — DAMAGE: 1 d 8 +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:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

165 lbs.	330 lbs.	79.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from my studies

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn	Hair	Brn.
Skin	Tan	Handedness	R

Physical Description

parts of your skin are covered by a thin sheen of dragon-like scales

CHARACTER SKETCH

Languages	Common, Elvish, Dwarvish, Draconic

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description: +5 to AC as reaction when hit
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	9	-1	☐ -1
DEX	11	0	☐ 0
CON	15	+2	☐ +2
INT	14	+2	☐ +2
WIS	13	+1	☑ +3
CHA	16	+3	☑ +5

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

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

+11 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
2	+	-1	+		=	+1

TYPE: B DAMAGE: 1 d 6 -1

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	0	+		=	+2

TYPE: P DAMAGE: 1 d 4 0

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	0	+		=	+2

TYPE: P RANGE: 80/320 DAMAGE: 1 d 8 0

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	0	+		=	+2

TYPE: P RANGE: 20/60 DAMAGE: 1 d 4 0

AMMO

PROFICIENCIES

SKILLS:

- ☐ 0 Acrobatics Dex
- ☐ +1 Animal Handling Wis
- ☑ +4 Arcana Int
- ☐ -1 Athletics Str
- ☑ +5 Deception Cha
- ☐ +2 History Int
- ☐ +1 Insight Wis
- ☑ +5 Intimidation Cha
- ☐ +2 Investigation Int
- ☐ +1 Medicine Wis
- ☐ +2 Nature Int
- ☐ +1 Perception Wis
- ☐ +3 Performance Cha
- ☐ +3 Persuasion Cha
- ☐ +2 Religion Int
- ☑ +2 Sleight of Hand Dex
- ☐ 0 Stealth Dex
- ☐ +1 Survival Wis

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons

ARMOR:

Light armor

OTHER:

Notes:

Otherworldly Patron: the Archfey

Fey Presence

ARMOR	Leather			Armor Class	11+d
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.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

135 lbs.	270 lbs.	45.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 15 PP_____

Jewels & Gems

Magic Items

Other Items

a signet ring of an imaginary duke

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R

Physical Description

CHARACTER SKETCH

Languages	Common, Elvish

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	Charlatan
Proficiencies based on background	Deception, Sleight of Hand
Languages based on background	None
Equipment based on background	

Favorite scam: I put on new identities like clothes.

Personality Traits Flattery to get what I want.

Ideals Creativity

Bonds I seek to atone for my misdeeds.

Flaws I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** blast
  Description:
- [x] **Level:** 0 **Spell:** chill touch
  Description:
- [ ] **Level:** 1 **Spell:** ray of sickness
  Description:
- [ ] **Level:** 1 **Spell:** witch bolt
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Human	Sex	M
Alignment	LN	Class	Wizard	Level	1
Size	M	Height	5'-8"	Weight	146
Speed	30	Initiative	+2		

	Ability Score	Ability Modifier	Saving Throws
STR	9	-1	☐ -1
DEX	15	+2	☐ +2
CON	14	+2	☐ +2
INT	16	+3	☑ +5
WIS	13	+1	☑ +3
CHA	11	0	☐ 0

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

8

Current Hit Points

Temporary Hit Points

1d6 **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 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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

135 lbs.	270 lbs.	68
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Expenses/Day

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

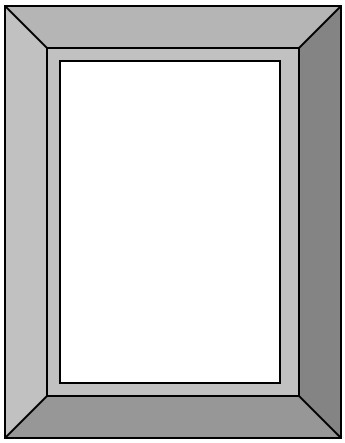
Other Items

a letter from a dead colleague posing a question you have not yet been able to answer

PHYSICAL CHARACTERISTICS

Age	18	Gender	M
Height	5'-8"	Weight	146 lbs.
Eyes	Brn.	Hair	Brn.
Skin	Tan	Handedness	R

Physical Description



CHARACTER SKETCH

Languages	Common, Elvish

Special Features

RACE and SUBRACE	Human
Ability Score Increase based on race	+1 to each
Proficiencies based on race	none
Traits based on race	Speed 30
Languages based on race	Common + one
BACKGROUND	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	
Feature: Researcher	
Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

Spellcasting

Primary Ability: Intelligence

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	13	+1	☐ +1
CON	14	+2	☑ +4
INT	9	-1	☐ -1
WIS	12	+1	☐ +1
CHA	12	+1	☐ +1

ARMOR CLASS

- Armored
- 13 Without Armor

HIT POINTS

14

Current Hit Points

Temporary Hit Points

1d12 **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 greataxe (Heavy, two-handed)

☐ Finess Weapon

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

TYPE: S — DAMAGE: 1 d 12 +2

MELEE WEAPON handaxe

☐ Finess Weapon

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

TYPE: S — DAMAGE: 1 d 6 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: — DAMAGE: d

RANGED WEAPON javelins (4)

☑ Thrown

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

TYPE: P — RANGE: 30/120 — DAMAGE: 1 d 6 +2

AMMO

RANGED WEAPON handaxe

☑ Thrown

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

TYPE: S — RANGE: 20/60 — DAMAGE: 1 d 6 +2

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Flute

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Rage, Unarmred Defense

ARMOR	None				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	None	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
greataxe	7		
two handaxes	4		
four javelins	8		
backpack	5		
bedroll	7		
mess kit	1		
10 torches	10		
10 days of rations	20		
waterskin	5		
hemp rope (50 ft.)	10		
hunting trap	25		
traveler's clothes	4		
belt pouch pouch			
flute	2		
staff	4		

225 lbs.	450 lbs.	112
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
a trophy from an animal you killed

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, Elvish

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	Outlander, outcast
Proficiencies based on background	Athletics, Survival, flute
Languages based on background	One of your choice
Equipment based on background	A staff, a hunting trap

Feature - Wanderer

Personality Traits

Ideals Change.

Bonds I have visions of a coming disaster

Flaws Violence is my answer to almost any challenge.

Money and manners won't save you from a hungry owlbear.

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

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

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

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

☑ **Level:** 0 **Spell:** dancing lights
Description: create up to four torch-sized lights

☑ **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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Tiefling	Sex	M
Alignment	LG	Class	Cleric	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	14	+2	☐ +2
DEX	8	-1	☐ -1
CON	13	+1	☐ +1
INT	11	0	☐ 0
WIS	15	+2	☑ +4
CHA	14	+2	☑ +4

ARMOR CLASS

18 Armored

9 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

+12 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

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

TYPE B DAMAGE 6 d +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 light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE P RANGE 80/320 DAMAGE 1 d 8 -1

AMMO

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE RANGE DAMAGE d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

All simple weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Warding Flare

ARMOR	scale mail				Armor Class	16
Category	Don	Doff	Strength	Stealth	Weight	
Heavy	10 min	5 min	DA	13	55	

SHIELD	shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mace	4	backpack	5
light crossbow	5	blanket	3
20 bolts	1.5	10 candles	
holy symbol	1	tinderbox	1
common clothes	3	alms box	1
belt pouch		5 blocks of incense	
		censer	1
		vestments	1
		2 days of rations	4
		waterskin	5

210 lbs.	420 lbs.	96.5
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

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, Elvish, Dwarvish

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	acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Feature: Shelter of the Faithful

Personality Traits see omens in every event

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I am inflexible in my thinking.

Worships Pholtus, the LG god of Light

Notes

Light Domain

Spellcasting

Primary Ability: Wisdom

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description: bonus domain cantrip
- [x] **Level:** 0 **Spell:** Guidance
  Description:
- [x] **Level:** 0 **Spell:** Resistance
  Description:
- [x] **Level:** 0 **Spell:** Sacred Flame
  Description:
- [ ] **Level:** 1 **Spell:** Bane
  Description:
- [ ] **Level:** 1 **Spell:** Bless
  Description:
- [ ] **Level:** 1 **Spell:** Command
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  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:** Guiding Bolt
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Inflict Wounds
  Description:

- [ ] **Level:** 1 **Spell:** Protection from Evil and Good
  Description:
- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Sanctuary
  Description:
- [ ] **Level:** 1 **Spell:** Shield of Faith
  Description:
- [x] **Level:** 1 **Spell:** burning hands
  Description: domain spell
- [x] **Level:** 1 **Spell:** faerie fire
  Description: domain spell
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Tiefling	Sex	M
Alignment	CN	Class	Druid	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	-1		

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☐ +1
DEX	8	-1	☐ -1
CON	14	+2	☐ +2
INT	11	0	☑ +2
WIS	15	+2	☑ +4
CHA	14	+2	☐ +2

ARMOR CLASS

11 Armored

9 Without Armor

HIT POINTS

10

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

+12 Passive Wisdom (Perception)

MELEE WEAPON scimitar

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	1 +		= +3

TYPE S DAMAGE 1 d 6 +1

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

☐ 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

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

Herbalism kit

WEAPONS:

Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

ARMOR:

Light armor, medium armor,shields

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Druids will not wear armor or use shields made of metal.

ARMOR	Leather	Armor Class	11+d

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

SHIELD	wooden shield	Weight	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
mistletoe		backpack	5
scimitar	3	bedroll	7
winter blanket	2	mess kit	1
common clothes	3	tinderbox	1
herbalism kit	2	10 torches	10
		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	85
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

A scroll case stuffed full of notes from your studies.

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, Elvish, Druidic

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	Hermit, I needed to commune with nature.
Proficiencies based on background	Medicine, Religion
Languages based on background	One of your choice
Equipment based on background	

winter blanket, common clothes, herbalism kit

Personality Traits	I rarely speak.
Ideals	Greater Good.
Bonds	I'm still seeking enlightenment.
Flaws	I like keeping secrets.

Feature: Discovery

Notes

Spellcasting

Primary Ability: Wisdom

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:** Druidcraft
  Description:
- [x] **Level:** 0 **Spell:** Produce Flame
  Description:
- [ ] **Level:** 1 **Spell:** Animal Friendship
  Description:
- [ ] **Level:** 1 **Spell:** Charm Person
  Description:
- [ ] **Level:** 1 **Spell:** Create or Destroy Water
  Description:
- [ ] **Level:** 1 **Spell:** Cure Wounds
  Description:
- [ ] **Level:** 1 **Spell:** Detect Magic
  Description:
- [ ] **Level:** 1 **Spell:** Detect Poison and Disease
  Description:
- [ ] **Level:** 1 **Spell:** Entangle
  Description:
- [ ] **Level:** 1 **Spell:** Faerie Fire
  Description:
- [ ] **Level:** 1 **Spell:** Fog Cloud
  Description:
- [ ] **Level:** 1 **Spell:** Goodberry
  Description:
- [ ] **Level:** 1 **Spell:** Healing Word
  Description:
- [ ] **Level:** 1 **Spell:** Jump
  Description:
- [ ] **Level:** 1 **Spell:** Longstrider
  Description:

- [ ] **Level:** 1 **Spell:** Purify Food and Drink
  Description:
- [ ] **Level:** 1 **Spell:** Speak with Animals
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
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- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☑ +4
DEX	13	+1	☐ +1
CON	14	+2	☑ +4
INT	9	-1	☐ -1
WIS	12	+1	☐ +1
CHA	12	+1	☐ +1

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 Longsword
☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 8 +2

MELEE WEAPON (when used 2 handed)
☐ Finess Weapon

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

TYPE: S DAMAGE: 1 d 10 +2

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

PROFICIENCIES

SKILLS:

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

SAVES:

Strength, Constitution

TOOLS:

Dice set, vehicles (land)

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Dueling, Second Wind

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	AC
		6	+2

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
Longsword	3	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

225 lbs.	450 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

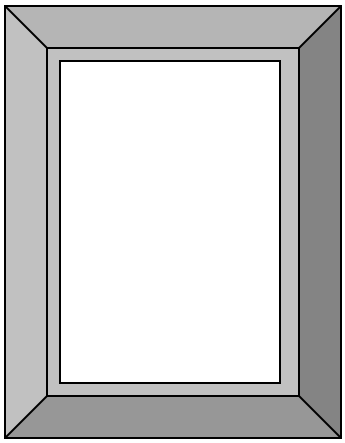
An insignia of rank, a broken blade taken from a fallen enemy, a set of bone dice

PHYSICAL CHARACTERISTICS

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

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	13	+1	☑ +3
DEX	15	+2	☑ +4
CON	12	+1	☐ +1
INT	9	-1	☐ -1
WIS	14	+2	☐ +2
CHA	12	+1	☐ +1

ARMOR CLASS

- Armored
14 Without Armor

HIT POINTS

10 Current Hit Points

Temporary Hit Points

1b8 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

+12 Passive Wisdom (Perception)

MELEE WEAPON shortsword

☑ Finess Weapon

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

TYPE: P DAMAGE: 1 d 6 +2

MELEE WEAPON unarmed strike

☑ Finess Weapon

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

TYPE: B DAMAGE: 1 d 4 +2

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

RANGED WEAPON dart

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

SAVES:

Strength, Dexterity

TOOLS:

Flute

WEAPONS:

Simple weapons, shortswords

ARMOR:

None

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Unarmored Defense, Martial Arts

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
shortsword	2	backpack	5
10 darts	2.5	bedroll	7
common clothes	3	mess kit	1
belt pouch		tinderbox	1
silk vestments	2	10 torches	10
5 sticks of incense		10 days of rations	20
		waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	61
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

A holy symbol (a gift to you when you entered the priesthood), a prayer book

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, Elvish, Dwarvish

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	Acolyte
Proficiencies based on background	Insight, Religion
Languages based on background	Two of your choice
Equipment based on background	holy symbol, prayer book

Worships Rao, LG god of peace and reason

Personality Traits little experience dealing with people

Ideals Charity

Bonds Everything I do is for the common people.

Flaws I trust too easily.

Feature: Shelter of the Faithful

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	15	+2	☐ +2
DEX	13	+1	☐ +1
CON	10	0	☐ 0
INT	13	+1	☐ +1
WIS	8	-1	☑ +1
CHA	16	+3	☑ +5

ARMOR CLASS

16 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 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 8 +2

MELEE WEAPON LS (two handed)
☐ Finess Weapon
☑ PROFICIENCY STR MAGIC TOTAL ATK BONUS
2 + 2 + ☐ = +4
TYPE S DAMAGE 1 d 10 +2

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

RANGED WEAPON Dagger (thrown)
☑ Thrown
☑ PROFICIENCY STR 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:

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

SAVES:

Wisdom , Charisma

TOOLS:

Dragonchess

WEAPONS:

Simple weapons, martial weapons

ARMOR:

All armor, shields

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Divine Sense, Lay on Hands

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

225 lbs.	450 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

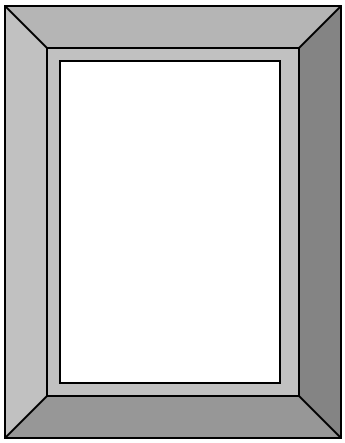
Magic Items

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

PHYSICAL CHARACTERISTICS

Age	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, Elvish

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	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	+13

Spell attack modifier proficiency bonus + Primary Ability modifier	+5

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

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

ARMOR CLASS

13 Armored

12 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

+12 Passive Wisdom (Perception)

MELEE WEAPON Shortsword

☑ Finess Weapon

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

TYPE P | DAMAGE 1 d 6 +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 Longbow

☐ Thrown

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

TYPE P | RANGE 150/600 | DAMAGE 1 d 8 +2

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | RANGE | DAMAGE __ d __

AMMO ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

WEAPONS:

Simple weapons, martial weapons

ARMOR:

Light armor, medium armor, shields

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Favored Enemy, Natural Explorer

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.
staff	2	backpack	5
hunting trap	25	bedroll	7
traveler's clothes	4	mess kit	1
belt pouch		tinderbox	1
two shortswords	4	10 torches	10
longbow	2	10 days of rations	20
quiver of 20 arrows	2	waterskin	5
		50 feet hemp rope	10

195 lbs.	390 lbs.	108
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Moderate	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 10 PP_____

Jewels & Gems

Magic Items

Other Items

a trophy from an animal you killed

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, Elvish

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	outlander, Guide
Proficiencies based on background	Athletics, Survival
Languages based on background	One of your choice
Equipment based on background	
Personality Traits	driven by wanderlust
Ideals	Greater Good.
Bonds	Injury to the wilderness is an injury to me.
Flaws	There's no room for caution

Feature: Wanderer

Notes

Spellcasting

Primary Ability: _____

Spell save DC 8 + proficiency bonus + Primary Ability modifier	

Spell attack modifier proficiency bonus + Primary Ability modifier	

Spell Slots and Castings

Number of Cantrips Known	

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

Spellbook / Known Spells

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

☐ Level: Spell:
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	12	+1	☐ +1
DEX	15	+2	☑ +4
CON	10	0	☐ 0
INT	15	+2	☑ +4
WIS	13	+1	☐ +1
CHA	10	0	☐ 0

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
☐	+1	Athletics	Str
☑	+2	Deception	Cha
☐	+2	History	Int
☐	+1	Insight	Wis
☐	0	Intimidation	Cha
☑	+4	Investigation	Int
☐	+1	Medicine	Wis
☐	+2	Nature	Int
☑	+3	Perception	Wis
☐	0	Performance	Cha
☐	0	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

WEAPONS:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

ARMOR:

Light armor

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Expertise, Sneak Attack, Thieves' Cant

ARMOR	leather armor				Armor Class	11+d
Category	Don	Doff	Strength	Stealth	Weight	AC
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

180 lbs.	360 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	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, Elvish, Thieves' cant

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	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

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

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

☐ **Level:** **Spell:**
Description:

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

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

ARMOR CLASS

- Armored
- 14 Without Armor

HIT POINTS

9

Current Hit Points

Temporary Hit Points

1d6 **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 Dagger

☑ Finess Weapon

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P — DAMAGE: 1 d 4 +1

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 light crossbow

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P — RANGE: 80/320 — DAMAGE: 1 d 8 +1

AMMO ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
2	+	1	+		=	+3

TYPE: P — RANGE: 20/60 — DAMAGE: 1 d 4 +1

AMMO ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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PROFICIENCIES

SKILLS:

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

SAVES:

Constitution, Charisma

TOOLS:

Herbalism kit

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Draconic Ancestry (Red)

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
a winter blanket	2	backpack	5
common clothes	3	bedroll	7
herbalism kit	3	mess kit	1
light crossbow	5	tinderbox	1
20 bolts	1.5	10 torches	10
Two daggers	2	10 days of rations	20
staff (arcane focus)	4	waterskin	5
		50 feet hemp rope	10

150 lbs.	300 lbs.	20.5
CARRYING CAPACITY	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED

Lifestyle	Modest	Expenses/Day	1 gp.

Treasure CP_____ SP_____ EP_____ GP 5 _____ PP_____

Jewels & Gems

Magic Items

Other Items

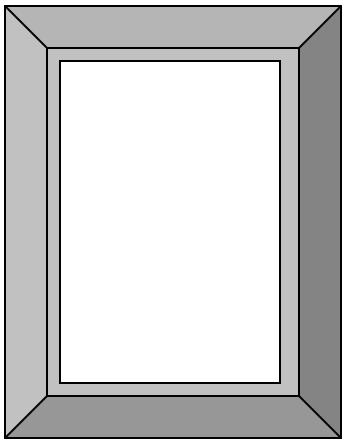
A scroll case stuffed full of notes from my studies

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, parts of your skin are covered by a thin sheen of dragon-like scales



CHARACTER SKETCH

Languages	Common, Infernal, Elvish, Draconic

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	Hermit, exiled for a crime I didn't commit.
Proficiencies based on background	Medicine, Religion, Herbalism kit
Languages based on background	One of your choice
Equipment based on background	herbalism kit
Feature: Discovery	
Personality Traits	I rarely speak
Ideals	Logic
Bonds	others might still be hunting me.
Flaws	I harbor dark, bloodthirsty thoughts.

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	4

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** prestidigitation
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [x] **Level:** 0 **Spell:** shocking grasp
  Description:
- [x] **Level:** 1 **Spell:** shield
  Description:
- [x] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

Name		Race	Tiefling	Sex	M
Alignment	CN	Class	Warlock	Level	1
Size	M	Height	5'-6"	Weight	155
Speed	30	Initiative	+0		

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	10	0	☐ 0
CON	14	+2	☐ +2
INT	14	+2	☐ +2
WIS	12	+1	☑ +3
CHA	17	+3	☑ +5

ARMOR CLASS

11 Armored

10 Without Armor

HIT POINTS

10

Current Hit Points

Temporary Hit Points

1d8 Hit Dice

Available Hit Dice

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

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

INSPIRATION ☐

PROFICIENCY BONUS

+2

+11 Passive Wisdom (Perception)

MELEE WEAPON mace

☐ Finess Weapon

☑ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
2 +	-1 +		= +1

TYPE B | DAMAGE 1 d 6 -1

MELEE WEAPON Dagger

☑ Finess Weapon

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | DAMAGE 1 d 4 0

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY	STR	MAGIC	TOTAL ATK BONUS
+	+		=

TYPE | DAMAGE d

RANGED WEAPON light crossbow

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 80/320 | DAMAGE 1 d 8 0

AMMO

RANGED WEAPON Dagger (thrown)

☐ Thrown

☑ PROFICIENCY	DEX	MAGIC	TOTAL ATK BONUS
2 +	0 +		= +2

TYPE P | RANGE 20/60 | DAMAGE 1 d 4 0

AMMO

PROFICIENCIES

SKILLS:

- ☐ 0 Acrobatics Dex
- ☐ +1 Animal Handling Wis
- ☑ +4 Arcana Int
- ☐ -1 Athletics Str
- ☑ +5 Deception Cha
- ☐ +2 History Int
- ☐ +1 Insight Wis
- ☑ +5 Intimidation Cha
- ☐ +2 Investigation Int
- ☐ +1 Medicine Wis
- ☐ +2 Nature Int
- ☐ +1 Perception Wis
- ☐ +3 Performance Cha
- ☐ +3 Persuasion Cha
- ☐ +2 Religion Int
- ☑ +2 Sleight of Hand Dex
- ☐ 0 Stealth Dex
- ☐ +1 Survival Wis

SAVES:

Wisdom , Charisma

TOOLS:

Disguise kit, forgery kit

WEAPONS:

Simple weapons

ARMOR:

Light armor

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Otherworldly Patron: the Archfey Fey Presence

ARMOR	Leather			Armor Class	11+d
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.
fine clothes	6	backpack	5
disguise kit	3	book of lore	5
belt pouch		bottle of ink	
light crossbow	5	ink pen	
20 bolts	1.5	10 sheets of parchment	
component pouch	2	little bag of sand	1
mace	4	small knife	1
2 daggers	2		

120 lbs.	240 lbs.	45.5
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

a signet ring of an imaginary duke

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 Charlatan

Proficiencies based on background Deception, Sleight of Hand

Languages based on background None

Equipment based on background

Favorite scam: I put on new identities like clothes.

Personality Traits Flattery to get what I want.

Ideals Creativity

Bonds I seek to atone for my misdeeds.

Flaws I'm convinced that no one could ever fool me.

Feature: False Identity

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** blast
  Description:
- [x] **Level:** 0 **Spell:** chill touch
  Description:
- [ ] **Level:** 1 **Spell:** ray of sickness
  Description:
- [ ] **Level:** 1 **Spell:** witch bolt
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**

CHARACTER SHEET D&D 5E

Player:

Campaign: Character Creation Date:

Current XP: Next Level Goal: 300 XP

CHARACTER

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

	Ability Score	Ability Modifier	Saving Throws
STR	8	-1	☐ -1
DEX	14	+2	☐ +2
CON	13	+1	☐ +1
INT	16	+3	☑ +5
WIS	12	+1	☑ +3
CHA	12	+1	☐ +1

ARMOR CLASS

- Armored
- 12 Without Armor

HIT POINTS

7

Current Hit Points

Temporary Hit Points

1d6 **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 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

MELEE WEAPON

☐ Finess Weapon

☐ PROFICIENCY		STR		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: DAMAGE: d

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

RANGED WEAPON

☐ Thrown

☐ PROFICIENCY		DEX		MAGIC		TOTAL ATK BONUS
	+		+		=	

TYPE: RANGE: DAMAGE: d

AMMO

PROFICIENCIES

SKILLS:

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

SAVES:

TOOLS:

None

WEAPONS:

Daggers, darts, slings, quarterstaffs, light crossbows

ARMOR:

None

OTHER:

Notes:

Darkvision, Hellish Resistance, Infernal Legacy, Arcane Recovery

ARMOR	none				Armor Class	AC
Category	Don	Doff	Strength	Stealth	Weight	

SHIELD	none	Weight	AC

Protective Items	AC Bonus	Weight

Other Equipment

ITEM	WT.	ITEM	WT.
bottle of black ink		backpack	5
quill		bedroll	7
small knife	1	mess kit	1
common clothes	3	tinderbox	1
belt pouch		10 torches	10
dagger	1	10 days of rations	20
wand (arcane focus)	1	waterskin	5
spellbook	3	50 feet hemp rope	10

120 lbs.	240 lbs.	68
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

a letter from a dead colleague posing a question you have not yet been able to answer

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, Elvish, Dwarvish

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	Sage: Wizard's apprentice
Proficiencies based on background	Arcana, History
Languages based on background	Two of your choice
Equipment based on background	

Feature: Researcher

Personality Traits	People are trying to steal my secrets.
Ideals	Knowledge
Bonds	Searching for the answer to a certain question.
Flaws	overlook obvious solutions in favor of complicated ones.

Notes

Spellcasting

Primary Ability: Intelligence

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	3

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

Spellbook / Known Spells

- [x] **Level:** 0 **Spell:** mage hand
  Description:
- [x] **Level:** 0 **Spell:** light
  Description:
- [x] **Level:** 0 **Spell:** ray of frost
  Description:
- [ ] **Level:** 1 **Spell:** burning hands
  Description:
- [ ] **Level:** 1 **Spell:** feathcharm personer fall
  Description:
- [ ] **Level:** 1 **Spell:** feather fall
  Description:
- [ ] **Level:** 1 **Spell:** mage armor
  Description:
- [ ] **Level:** 1 **Spell:** magic missile
  Description:
- [ ] **Level:** 1 **Spell:** sleep
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**
  Description:
- [ ] **Level:** **Spell:**