D&D 5e Character Sheet

loreify.ai

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
Bryn	Fighter 1	Soldier	

RACE	ALIGNMENT	EXPERIENCE POINTS
Human	Lawful Good	0

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

INSPIRATION

PROFICIENCY BONUS +2

SAVING THROWS

- (●) +5 Strength
- ( ) +2 Dexterity
- (●) +4 Constitution
- ( ) +0 Intelligence
- ( ) +1 Wisdom
- ( ) -1 Charisma

PASSIVE PERCEPTION (WIS) 13

ARMOR CLASS	INITIATIVE	SPEED
19	+2	30 ft

HIT POINT MAXIMUM: 12

CURRENT HIT POINTS: 12

TEMPORARY HIT POINTS:

HIT DICE: 1d10

DEATH SAVES
Successes: ( ) ( ) ( )
Failures: ( ) ( ) ( )

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE / TYPE
Longsword	+5	1d8+3 slashing
Longsword (two hands)	+5	1d10+3 slashing
Light crossbow (80/320 ft)	+4	1d8+2 piercing

SKILLS

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

EQUIPMENT

Chain mail (AC 16)
Shield (+2 AC)
Longsword
Light crossbow, 20 bolts
Dungeoneer's pack
Insignia of rank
Trophy from a fallen enemy
Dice set
Common clothes
Belt pouch

CP	SP	EP	GP	PP
			10	

PERSONALITY TRAITS
I polish my boots every night, even when we sleep in a ditch.

IDEALS
Duty. A promise made to my squad is a promise kept.

BONDS
I still carry the torn banner of the company that took me in.

FLAWS
I would rather march the wrong way than admit I'm lost.

FEATURES & TRAITS

Fighting Style: Defense. +1 AC while wearing armor.

Second Wind. Bonus action: regain 1d10 + 1 HP. Once per short or long rest.

Military Rank (Soldier). Soldiers loyal to your old unit still recognize your rank and authority.

Human. +1 to every ability score, one extra language.

OTHER PROFICIENCIES & LANGUAGES

Armor: all armor, shields
Weapons: simple, martial
Tools: dice set, vehicles (land)
Languages: Common, Dwarvish

Spellcasting

SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
None (fighter)			

CANTRIPS (LEVEL 0)

LEVEL 1

SLOTS _____ ☐☐☐☐

LEVEL 2

SLOTS _____ ☐☐☐☐

LEVEL 3

SLOTS _____ ☐☐☐☐

LEVEL 4

SLOTS _____ ☐☐☐

LEVEL 5

SLOTS _____ ☐☐☐

LEVEL 6

SLOTS _____ ☐☐

LEVEL 7

SLOTS _____ ☐☐

LEVEL 8

SLOTS _____ ☐☐

LEVEL 9

SLOTS _____ ☐☐