SAMPLE CHARACTER SHEET

Grendal the Wary

A level 5 Dwarf Fighter for fifth edition, with every number on the sheet.

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Grendal the Wary

Dwarf Fighter 5 (Champion), Soldier background, 2024 rules

Species Dwarf
Class and level Fighter 5
Subclass Champion
Background Soldier

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (−1)	13 (+1)	10 (+0)

Armor Class 19 (Chain Mail, Shield, Defense)
Hit Points 54
Hit Dice 5d10
Speed 30 ft.
Initiative +1, with Advantage
Proficiency Bonus +3
Passive Perception 14
Senses Darkvision 120 ft.
Damage Resistances Poison
Passive Insight 11, Passive Investigation 9

Saving Throws

Strength (proficient)	**+7**
Dexterity	+1
Constitution (proficient)	**+6**
Intelligence	−1
Wisdom	+1
Charisma	+0

Advantage on saving throws to avoid or end the Poisoned condition.

Attacks

Weapon	To Hit	Damage
Flail (melee, 5 ft., mastery Sap)	+7	1d8 + 4 Bludgeoning
Unarmed Strike (5 ft.)	+7	5 Bludgeoning

Two attacks with each Attack action (Extra Attack). A roll of 19 or 20 is a Critical Hit (Improved Critical).

Skills

Acrobatics	+1
Animal Handling	+1
Arcana	−1
Athletics (proficient, with Advantage)	**+7**
Deception	+0
History	−1
Insight	+1
Intimidation (proficient)	**+3**
Investigation	−1
Medicine	+1
Nature	−1
Perception (proficient)	**+4**
Performance	+0
Persuasion	+0
Religion	−1
Sleight of Hand	+1
Stealth	+1
Survival (proficient)	**+4**

Features, Proficiencies and Equipment

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Fighter

- ***Fighting Style.*** Defense: +1 to Armor Class while wearing armor.
- ***Second Wind.*** 3 uses; all come back on a Long Rest, and 1 on a Short Rest.
- ***Weapon Mastery.*** Flail, Greatsword, Javelin and Longsword.
- ***Action Surge.*** 1 use; it comes back on a Short Rest.
- ***Tactical Mind.***
- ***Extra Attack.***
- ***Tactical Shift.***

Champion

- ***Improved Critical.***
- ***Remarkable Athlete.***

Feats

- ***Savage Attacker*** (from the Soldier background).
- ***Defense*** (Fighting Style).
- ***Ability Score Improvement*** (level 4): Strength +1, Constitution +1.

Dwarf

- ***Darkvision*** 120 ft.
- ***Dwarven Resilience.*** Resistance to Poison damage.
- ***Dwarven Toughness.*** Hit Point maximum +1 per level.
- ***Stonecunning.*** 3 uses; they come back on a Long Rest.

Proficiencies

Armor Light, Medium and Heavy Armor, Shields

Weapons Simple and Martial weapons

Tools Dice Set

Languages Common, Dwarvish, Giant

Equipment

- Chain Mail (worn)
- Shield (held)
- Flail (held)
- Greatsword
- 8 Javelins
- Backpack, holding Caltrops, a Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, a Tinderbox, 10 Torches and a Waterskin

Coins 54 GP

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