

Micro Character Sheet



Human Fighter 1

Noble 25gp move 30'

STR	DEX	CON	INT	WIS	CHA
+3	-1	+2	+0	+1	+2

AC 17 HP MAX 12 Inspiration Proficiency Bonus +2 Hit Dice 1d10

Proficient Saves: STR & CON
Skills: Athletic, Perception, Persuade

2nd Wind Bonus Action
once per rest heal 1d10+1

Armor	AC	Weapon	to Hit	dmg/range
Chain	16	Gr Axe	+5	d12+3
Defense	+1	Javelin	+5	d6+3

Micro Character Sheet



Hill Dwarf Cleric 1

Soldier 10gp move 25'

STR	DEX	CON	INT	WIS	CHA
+2	-1	+2	+0	+3	+1

AC 18 HP MAX 11 Inspiration Proficiency Bonus +2 Hit Dice 1d8

Proficient Saves: WIS & CHA
Skills: Athletic, Intimidate, Medicine
Resistance vs Poison dmg

Darkvision 60'
Spellcasting Save 13 Atk +5 (over)
Sacred Flame Dex 13 1d8

Armor	AC	Weapon	to Hit	dmg/range
Chain	16	Hammer	+4	d8+2
Shield	+2	HandAxe	+4	d6+2

Micro Character Sheet



Hill Dwarf Cleric 1

WIS Spellcasting Save: 13 Attack: +5

Cantrip ∞/day
light: touched object shines brightly
sacred flame: 60' Dex 13 d8
thaumaturgy: minor magical effect

Level 1 2/day
p) bless: @allies add d4 to atcks, saves
p) cure wounds: touch to heal d8+3

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Micro Character Sheet



Lightfoot Halfling Rogue 1

Criminal 15gp move 30'

STR	DEX	CON	INT	WIS	CHA
-1	+3	+1	+1	+0	+3

AC 14 HP MAX 9 Inspiration Proficiency Bonus +2 Hit Dice 1d8

Proficient Saves: DEX & INT
Skills: Acrobat, Deception, Investigate
Performance, Sleight-o-Hand, Stealth

Lucky reroll 1s on the d20
Sneak Attack attack w/ Advantage
or flanking for +d6 dmg

Armor	AC	Weapon	to Hit	dmg/range
Leather	11	Hammer	+4	d8+2
DEX	+3	HandAxe	+4	d6+2

Micro Character Sheet



High Elf Wizard 1

Acolyte 5gp move 30'

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+3	+1	-1

AC 12 HP MAX 8 Inspiration Proficiency Bonus +2 Hit Dice 1d6

Proficient Saves: INT & WIS
Skills: Arcana, Insight, Investigate,
Perception

Darkvision 60'
Spellcasting Save 13 Atk +5 (over)
ShockGrasp +5 d8

Armor	AC	Weapon	to Hit	dmg/range
DEX	10+2	RayFrost	+5	d8
Shield	+5	ShSword	+4	d6+2

Micro Character Sheet



High Elf Wizard 1

INT Spellcasting Save: 13 Attack: +5

Cantrip ∞/day
mage hand: moves up to 10lbs
prestidigitation: minor magical trick
ray frost: 60' +5 toHit d8

shock grasp: 5' +5 toHit d8
Level 1 2/day
p) burn hands: 15' Dex 13 3d6

) detect magic: sense magic presence
) mage armor: AC=13+2 for 8hrs
p) missiles: 120' 3 darts deal d4+1

p) shield: Reaction +5AC till next turn
p) sleep: 120' 5d8 pool of HP to sleep

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Human Fighter 1

Folk Hero 10gp move 30'

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+0	+1	-1

AC 14 HP MAX 12 Inspiration Proficiency Bonus +2 Hit Dice 1d10

Proficient Saves: STR & CON
Skills: Animal, Perception, Survival

Archery ranged weapons +2 to Hit*
2nd Wind Bonus Action
once per rest heal 1d10+1

Armor	AC	Weapon	to Hit	dmg/range
Leather	11	GrSword	+4	2d6+2
DEX	+3	LongBow	+7*	d8+3

Micro Character Sheet



STR	DEX	CON	INT	WIS	CHA

AC HP Inspiration Proficiency Bonus Hit Dice

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STR	DEX	CON	INT	WIS	CHA

AC HP Inspiration Proficiency Bonus Hit Dice

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