

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Flight. While flying, you can move through the space of any creature that is of a size larger than yours. You cannot fly if you are wearing medium or heavy armor.

Sprite Magic (1/Long Rest). You can cast the invisibility and detect thoughts spells once with this trait.

Skilled Poisoner. You can spend five downtime days and 25 gp to create 5 poison arrows.

Languages. You cannot read or write unless your class requires it.

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Shortbow, Rapier, Simple Weapons

Tool Proficiencies. Poisoner's kit

Languages. Common, Elvish, Sylvan, Halfling, Primordial

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

[illegible][illegible]



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SPELLCASTING ABILITY	SPELL ATTACK BONUS	SAVING THROW DC	SPELLS TO PREPARE