



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	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)
WISDOM	<small>SKILLS</small>
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	ADVANTAGE

CHARACTER LEVEL, RACE, & CLASS	EXPERIENCE		
BACKGROUND	ALIGNMENT		
STEALTH DISADVANTAGE	DEITY		
ARMOR	PLAYER NAME		
SHIELD	AC		
ARMOR CLASS			
MAXIMUM	HIT DICE	TEMPORARY	
CURRENT HIT POINTS			
SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
Tough. Your hit points maximum increases by 20.
Sentinel. When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.
Fiend Hunter. You gain advantage on initiative checks when fighting fiends. +1d4 damage of your weapon's damage type against a fiend
Rage (Bonus Action—4/Long Rest). Advantage on Strength checks and Strength Saves. A +3 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.
Unarmored Defense. While you aren't wearing armor, your AC equals 17. You can use a shield and still gain this benefit.
Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.
Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.
Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.
Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.
Feral Instinct. You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.
Brutal Critical. One additional weapon damage die when determining the extra damage for a critical hit with a melee attack.
Frenzy. For the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.
Mindless Rage. You can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.
Intimidating Presence (Action). Choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a DC12 Wisdom saving throw or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.
RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE

FEATURES & TRAITS
Armor Proficiencies. Light Armor, Medium Armor, Shields
Weapon Proficiencies. Simple Weapons, Martial Weapons
Tool Proficiencies. Tinker's tools, Playing card set
Languages. Common, Gnomish, Infernal
PROFICIENCIES & LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME
SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

BACKGROUND STORY

You have weathered ruinous misfortune, and you possess hidden reserves others don't expect. You gain the Alert, Skilled, or Tough feat (your choice).

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

Maul +2. You have a +2 bonus to attack and damage rolls made with this magic weapon.

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STORED ITEM # lb.

STORED ITEM # lb.

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM # lb.

STORED ITEM # lb.

STORED ITEMS

QUEST ITEMS & TRINKETS