

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

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

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

RACIAL TRAITS

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.

Favored Enemy. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Goblins.
Bugbears.
Orcs.
Hobgoblins.

Natural Explorer. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: Difficult terrain doesn't slow your group's travel. Your group can't become lost except by magical means. Even when you are engaged in another activity while traveling, you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Forest.
Grassland.

Fighting Style.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Primeval Awareness (Action). You can expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Longsword, Shortsword, Shortbow, Longbow, Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Elvish, Dwarvish, Goblin, Orc, Gnomish, Daelkyr

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Nothing can shake my optimistic attitude.
Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

Power. I hope to one day rise to the top of my faith's
religious hierarchy. (Lawful)

IDEAL

Everything I do is for the common people.

BOND

I am inflexible in my thinking.

FLAW

You have a knack for making your way in the deep
places of the world. You can recall the twists and
turns of passageways and tunnels such that you can
always retrace your steps underground. You're also
well acquainted with foraging and survival in the
Underdark, and can determine when sources of food
and water are safe to consume. You can always find
sufficient food and water for yourself and up to five
other people in the Underdark, as long as
sustenance is available in the area.

BACKGROUND FEATURE

A glass orb filled with water, in which swims a
clockwork goldfish

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

Mace +1. 1D6 zusätzlicher gleißender Schaden bei Untoten!

Giant Slayer. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

INVENTORY — ITEM DESCRIPTIONS & NOTES

ADDITIONAL TREASURE

[illegible]

QUEST ITEMS & TRINKETS

Wir wurden in Wehrbären verwandelt. Ich nur so weit, dass ich mich selbst verwandeln kann. Zu Vollmond werde ich aber immer automatisch zu einem Wehrbären für die Nacht. Stats vom Wehrbär siehe Telegram.

Info für Hordebreaker: Idealerweise gleich benutzen und erst dann die extra attack. Sollte eines der Ziele sterben bei meinem ersten Angriff und dann nur noch ein Ziel übrig sein, greift sonst der hordebreaker nicht mehr.

Info für Huntersmark: mit bonusaction auf das nächste Ziel versetzen, wenn das Ziel stirbt.

Wichtige Info: Bei Saving Throws (immer D20) wo mich jemand mit Magie angreift, hab ich Advantage als Elf (Fey Ancestry). Das heißt ich darf zwei mal den D20 würfeln und der bessere zählt! Den Wisdom modifier, aktuell +2 bei mir, zählt man dann noch oben drauf.

Longbow +1. Also Plus 1 auf attack und Schaden.

Wenn ich mich von dem Wehrbären wieder zurückverwandeln will, muss ich einen constitution saving throw machen, der über 14 ist (also D20 plus const modifier 5/ 49 Leben übrig.

Saving Throw: geschafft gefailed.

(Wehrbär: 135/135) -kein Wehrbär mehr!

Kein Limit mehr auf die Anzahl ausgerüsteter Magie Wearables.

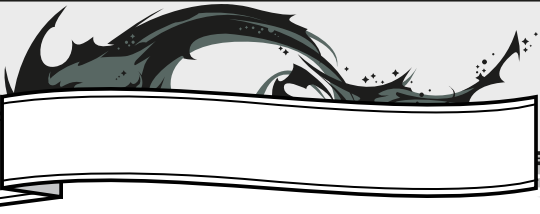
Vondal - ersetzt Kriv

Panzer fahren ist eine Bonusaction (40ft), Dashen ist eine Action (80ft). Es muss immer jemand fahren.

5ft = 1 Feld, 10 diagonal

NOTES

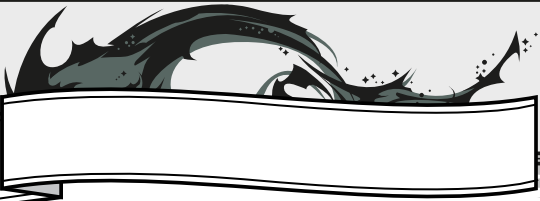
NOTES



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

1ST LEVEL 4 SPELL SLOTS ● ● ● ●

2ND LEVEL 3 SPELL SLOTS ● ● ●



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

Fire Bolt

Evocation Cantrip

CASTING TIME 1 action

RANGE 120 feet

DURATION Instantaneous

COMPONENTS V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Cantrip (High Elf)

Player's Handbook

Animal Friendship

1st-level enchantment

CASTING TIME 1 action

RANGE 30 feet

DURATION 24 hours

COMPONENTS V, S, M (a morsel of food)

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Spellcasting (Ranger)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Spellcasting (Ranger)

Player's Handbook

Hunter's Mark

1st-level divination

CASTING TIME 1 bonus action

RANGE 90 feet

DURATION Concentration, up to 1 hour

COMPONENTS V

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Spellcasting (Ranger)

Player's Handbook

Pass without Trace

2nd-level abjuration

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 1 hour

COMPONENTS V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Spellcasting (Ranger)

Player's Handbook

Spike Growth

2nd-level transmutation

CASTING TIME 1 action

RANGE 150 feet

DURATION Concentration, up to 10 minutes

COMPONENTS V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spellcasting (Ranger)

Player's Handbook

RANGE

ATTACK

DAMAGE

You have a +1 bonus to attack and damage rolls made with this magic weapon.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Arrows are used with a bow to make a ranged attack.

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

You regain $2d4 + 2$ hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

You regain $8d4 + 8$ hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.
When you hit a giant with it, the giant takes an extra $2d6$ damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Goblins are small, black-hearted, selfish humanoids that lair in caves, abandoned mines, despoiled dungeons, and other dismal settings. Individually weak, goblins gather in large-sometimes overwhelming-numbers. They crave power and regularly abuse whatever authority they obtain.

Bugbears are born for battle and mayhem. Surviving by raiding and hunting, they bully the weak and despise being bossed around, but their love of carnage means they will fight for powerful masters if bloodshed and treasure reassure them.

Orcs are savage raiders and pillagers with stooped postures, low foreheads, and piggish faces with prominent lower canines that resemble tusks.

War horns sound, stones fly from catapults, and the thunder of a thousand booted feet echoes across the land as hobgoblins march to battle. Across the borderlands of civilization, settlements and settlers must contend with these aggressive humanoids, whose thirst for conquest is never satisfied.

Hobgoblins have dark orange or red-orange skin, and hair ranging from dark red-brown to dark gray. Yellow or dark brown eyes peer out beneath their beetling brows, and their wide mouths sport sharp and yellowed teeth. A male hobgoblin might have a large blue or red nose, which symbolizes virility and power among goblinkind. Hobgoblins can live as long as humans, though their love of warfare and battle means that few do.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

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- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

You gain a +2 bonus to attack rolls you make with ranged weapons.

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Opportunity attacks against you are made with disadvantage.