

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

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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.

Fighting Style.

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

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+5 hp.

Action Surge (1/Short Rest). On your turn, you can take one additional action on top of your regular action.

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

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Spellcasting. You can cast cleric spells as rituals. You can prepare 3 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

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

Tool Proficiencies. —

Languages. Common, Elvish, Goblin, Draconic, Orc

PROFICIENCIES & LANGUAGES

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. I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEAL

I owe my life to the priest who took me in when my parents died.

BOND

I am suspicious of strangers and expect the worst of them.

FLAW

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

A four-leaf clover pressed inside a book discussing manners and etiquette

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

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

[illegible]

Elfenbogen: Niemaler Bogen

Wolfspelze (5 Silber) auf den Fußboden

Kiste:

1 Wolfskopf , Skelettknochen, 1 Flug Trank 500 Gold verkaufe, 5000 kaufen

1 light Crosbow (Armbrust), 2 Köcher mit je 20 Bolzen

5 Bieberpelze =2 gold

1x Drachengalle kleine Flasche

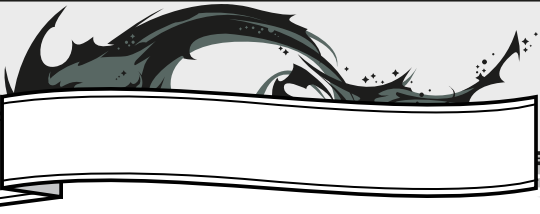
1 Pafume flacon

1 alte lederrüstung

1509Gold, 600 Kupfer, 180 Silber, 280 Elektrum, 15 Platin

NOTES

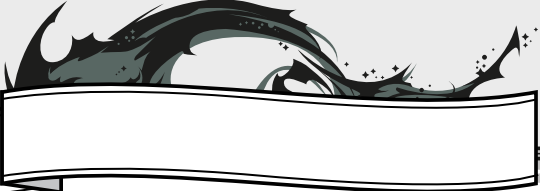
NOTES



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL 2 SPELL SLOTS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

Blade Ward

Abjuration Cantrip

CASTING TIME	1 action
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Arcane Initiate (Cleric)

Player's Handbook

Chill Touch

Necromancy Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Cantrip (High Elf)

Player's Handbook

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).

Arcane Initiate (Cleric)

Player's Handbook

Sacred Flame

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Cleric)

Player's Handbook

Toll the Dead

Necromancy Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Spellcasting (Cleric)

Xanathar's Guide to Everything

Word of Radiance

Evocation Cantrip

CASTING TIME	1 action
RANGE	5 feet
DURATION	Instantaneous
COMPONENTS	V, M (a holy symbol)

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Cleric)

Xanathar's Guide to Everything

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.

Prepared (Cleric)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Arcana Domain (Cleric)

Player's Handbook

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.

Prepared (Cleric)

Player's Handbook

Magic Missile

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

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.

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

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

Activity DC

Pick a lock Varies

Disable a trap Varies

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

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

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