

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

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

Fighting Style.

Protection (Reaction). When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+3 hp.

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

Manifest Echo (Bonus Action). You can magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated. Your echo has 16 AC, 1 hit point, and immunity to all conditions. If it has to make a save, it uses your save bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction. If your echo is ever more than 30 feet away from you at the end of your turn, it is destroyed. As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you. When you take the attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack. When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

Unleash Incarnation (1/Long Rest). Whenever you take the Attack action, you can make one additional melee attack from the echo's position.

FEATURES & TRAITS

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

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Dice set

Languages. Common, 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

I have a strong code of honor or sense of propriety that others don't comprehend.

PERSONALITY TRAITS

Open. I have much to learn from the kindly folk I meet along my way. (Good)

IDEAL

BOND

I have a weakness for the exotic beauty of the people of these lands.

FLAW

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]