

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

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

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the thaumaturgy cantrip. You can cast the hellish rebuke spell as a 2nd-level spell once per rest. Charisma is your spellcasting ability for these spells.

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.

Eldritch Invocations.

Thief of Five Fates (1/Long Rest). You can cast bane once using a warlock spell slot.

Pact of the Tome. Your patron gives you a grimoire called a Book of Shadows. If you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Dark One's Blessing. When you reduce a hostile creature to 0 hit points, you gain 7 temporary hp.

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. –

Languages. Common, Infernal, Elvish, Primordial

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

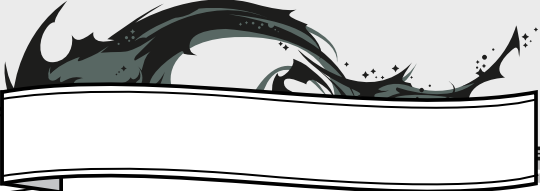


SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

2ND LEVEL 2 SPELL SLOTS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL