DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND   ALIGNMENT   DEITY   PLAYER NAME

Ability Scores

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

PROFICIENCY BONUS

SAVING THROWS

PROFICIENCY

- ○ Strength
- ○ Dexterity
- ○ Constitution
- ○ Intelligence
- ○ Wisdom
- ○ Charisma

CONDITIONAL

SKILLS

PROFICIENCY / EXPERTISE

- ○ 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)

PASSIVE PERCEPTION

ADVANTAGE

INITIATIVE

ARMOR CLASS

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

CURRENT HIT POINTS

MAXIMUM   HIT DICE   TEMPORARY

DEATH SAVING THROWS ○○○ ○○○

SPEED, SENSES, & CONDITIONS

SPEED   FLY   CLIMB   SWIM

VISION   INSPIRATION   EXHAUSTION

RACIAL TRAITS

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

ATTACKS & SPELLCASTING

NAME	RANGE	ATTACK	DAMAGE / TYPE

FEATURES & TRAITS

Druidic. You can use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Perception check but can't decipher it without magic.

Spellcasting. You can cast druid spells as rituals. You can prepare 5 spells from the druid spell list. You can use a druidic focus as your spellcasting focus.

Wildshape (Action—2/Short Rest). You can magically assume the shape of a beast that you have seen before.You can stay in a beast shape for 1 hours. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Combat Wild Shape (Bonus Action). Wild Shape on your turn as a bonus action, rather than as an action.While you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hp per level of the spell slot expended.

Circle Forms. You can use your Wild Shape to transform into a beast with a CR as high as 1.

PROFICIENCIES & LANGUAGES

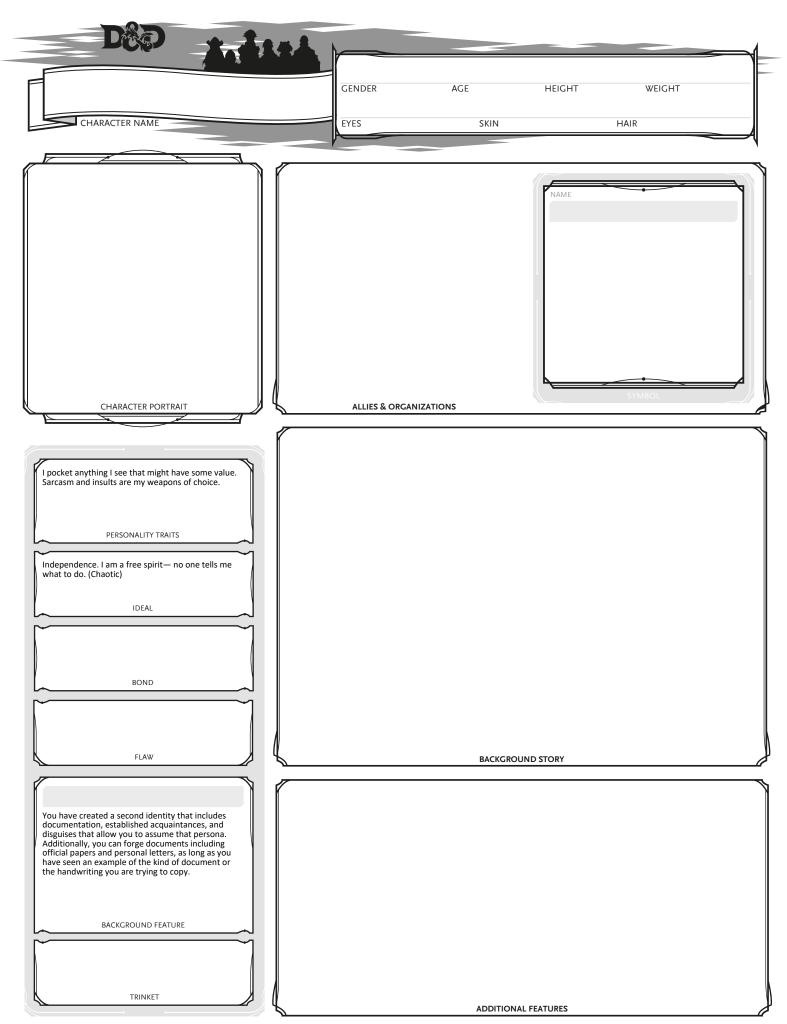***Armor Proficiencies.*** Light Armor, Medium Armor, Shields

Weapon Proficiencies. Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

Tool Proficiencies. Disguise kit, Forgery kit, Herbalism kit

Languages. Common, Halfling, Druidic

GENDER AGE HEIGHT WEIGHT

EYES SKIN HAIR

CHARACTER NAME

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I pocket anything I see that might have some value. Sarcasm and insults are my weapons of choice.

PERSONALITY TRAITS

Independence. I am a free spirit— no one tells me what to do. (Chaotic)

IDEAL

BOND

FLAW

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR	#	lb

MAGIC ITEMS	#	lb

ATTUNED MAGIC ITEMS ___ / ___

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#	lb

COPPER	SILVER	ELECTRUM	GOLD	PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED	CARRY CAPACITY	PUSH, DRAG, LIFT

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

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

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM	#	lb.

STORED ITEM	#	lb.

STORED ITEMS

QUEST ITEMS & TRINKETS

SPELLCASTING ABILITY   SPELL ATTACK BONUS   SAVING THROW DC   SPELLS TO PREPARE

CANTRIPS

1ST LEVEL   **4 SPELL SLOTS**   ● ● ● ●

2ND LEVEL   **2 SPELL SLOTS**   ● ●