

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

RACIAL TRAITS

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots up to 5th level to recover. The spell slots can have a combined level that is equal to or less than 2.

Necromancy Savant. The gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hp equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

FEATURES & TRAITS

Armor Proficiencies. Chain Shirt

Weapon Proficiencies. Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

Tool Proficiencies. –

Languages. Common, Gnomish, Goblin, Elvish

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

I use polysyllabic words that convey the impression of great erudition.
I ... speak ... slowly ... when talking ... to idiots, ... which ... almost ... everyone ... is .. compared ... to me.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEAL

I sold my soul for knowledge. I hope to do great deeds and win it back.

BOND

I am easily distracted by the promise of information.

FLAW

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign

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

Ring of Mind Shielding.

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Elven Chain Shirt.

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

#lb

STORED ITEM

#lb

STORED ITEMS

QUEST ITEMS & TRINKETS

