

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

## 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+2 hp.

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

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

INITIATIVE

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]

A blank sheet of lined paper with horizontal ruling lines.

You have a +1 bonus to attack and damage rolls made with this sword due to the power of orc strength imbued within it.

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Crossbow bolts are used with a crossbow to make a ranged attack.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

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.

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.

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.