

# 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

CONSTITUTION

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

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Artificer's Lore.** Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**Tinker.** Using tinker's tools, you can construct a Tiny clockwork device. You can have up to three such devices active at a time.

**Toss Me.** Allies can use you as an improvised ranged weapon doing the usual damage but you can also roll to attack and add your damage on a successful roll.

**Underfoot Fury.** On a successful attack against a large creature, you can choose to climb onto them and stay attached giving an ally advantage on their next attack against the creature.

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.

**Rage (Bonus Action—3/Long Rest).** Advantage on Strength checks and Strength Saves. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

**Unarmored Defense.** While you aren't wearing armor, your AC equals 13. You can use a shield and still gain this benefit.

**Reckless Attack.** When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Danger Sense.** You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

**Magic Awareness (Action—2/Long Rest).** You can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

**Wild Surge.** When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.  
If the effect requires a saving throw, the DC equals 12.

**Wild Magic Counter Spell (Reaction—2/Long Rest).** While raging, if an adversary casts a spell, you can try nullify the effect and expend a use his own wild magic, but from the sorcerer's wild surge table. (DC 8 + Spell Level - CON)

FEATURES & TRAITS

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

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** Tinker's tools, Vehicles land, Playing card set

**Languages.** Common, Gnomish

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'm haunted by memories of war. I can't get the images of violence out of my mind. I have a crude sense of humor.

PERSONALITY TRAITS

Might. In life as in war, the stronger force wins. (Evil)

IDEAL

Those who fight beside me are those worth dying for.

BOND

I'd rather eat my armor than admit when I'm wrong.

FLAW

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

**Warwick's Warhammer of Rage.** You have a +1 bonus to damage rolls made with this warhammer. It's creator, a dwarf known only as Warwick, also infused in it the power to amplify his rage; when raging, attacks with this weapon have advantage

ADDITIONAL TREASURE

[illegible]


**QUEST ITEMS & TRINKETS**