

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

## STRENGTH

### PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONSTITUTIONAL

### 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

## DEXTERITY

## 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

### RACIAL TRAITS

### INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

### ATTACKS & SPELLCASTING

**Tough.** Your hit points maximum increases by 16.

**Mage Slayer.** When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature. When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration. You have advantage on saving throws against spells cast by creatures within 5 feet of you.

#### Eldritch Adept.

**First Impressions.** Add your Charisma modifier to your initiative rolls.

**Fisticuffs.** Your Fisticuff die is a d6. Unarmed strikes and pugilist weapons can use the Fisticuff die in place of the normal damage and when you use the Attack action with an unarmed strike or a pugilist weapon on your turn, you can make one unarmed strike or grapple as a bonus action.

**Moxie.** You have 3 moxie points and regain all used points on a short rest.

**Brace Up (Bonus Action).** Spend 1 moxie point to gain 1d6 + 7 temporary hit points.

**The Old One-Two (Bonus Action).** Immediately after you take the Attack action on your turn, you can spend 1 moxie point to make two unarmed strikes.

**Stick and Move (Bonus Action).** Spend 1 moxie point to make a shove attack or take the Dash action.

**Street Smart.** Carousing, shadowboxing, and sparring all count as light activity for the purposes of resting for you. Additionally, once you have caroused in a settlement for 8 hours or more, you know all public locations in the city as if you were born and raised there and you cannot be lost by non-magical means while within the city.

**Bloodied But Unbowed (1/Short Rest).** when you take damage that reduces you to half your maximum hit points or less, you can use your reaction to gain temporary hit points equal to 7 and you regain all expended moxie points.

**Dig Deep (Bonus Action).** You gain resistance to bludgeoning, piercing, and slashing damage for one minute. At the end of that minute you gain a level of exhaustion.

**Dread Hand (Bonus Action—1/Short Rest).** You can manifest the evidence of your foul pledge. When you do, one of your limbs (often an arm) transmogrifies into a monstrous appearance reminiscent of your dread power for 1 minute. When you roll a 1 on a damage die for an unarmed strike attack you made, you can reroll the die and must use the new roll, even if the new roll is a 1. The first time you miss with an unarmed strike attack each turn you can make an additional unarmed strike attack as part of the same action. Immediately after you take the Attack action on your turn, you can spend 2 moxie points to make three unarmed strikes as a bonus action.

#### Fighting Style.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Second Wind (Bonus Action—1/Short Rest).** You regain 1d10+4 hp.

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

**Font of Magic (Bonus Action).** You have 4 Sorcery Points. You can transform unexpended sorcery points into one spell slot (2 > 1st, 3 > 2nd, 5 > 3rd, 6 > 4th, 7 > 5th) on your turn or you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

**Metamagic.** You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

**Transmuted Spell.** When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

**Seeking Spell.** If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

**Draconic Ancestry.** Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**Red Dragon.** The red dragon as your ancestor.

**Draconic Resilience.** Your max HP is also increased by 4

**ELEMENTAL AFFINITY (Bonus Action).** You gain resistance to the damage

### FEATURES & TRAITS

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

**Weapon Proficiencies.** Simple Weapons, Whip, Crossbow, Hand, Martial Weapons

**Tool Proficiencies.** Dice set, Poisoner's kit

**Languages.** Common, Draconic, Abyssal, Infernal

### PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

When you encounter a demon, they immediately recognize you for what you are and treat you as though you are a fiend yourself. Though they might not necessarily act friendly towards you, they treat you with more respect and esteem than other mortals and readily parley with you as long as you have not already met them with open hostility.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

Additional Treasure

[illegible]


**QUEST ITEMS & TRINKETS**

LV 3 - Curse of The Red Tyrant

You have 1 eldrich invocation You may swap it during long rests

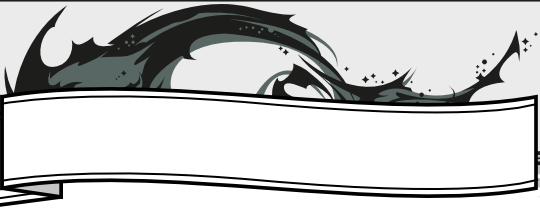
Gauntlet of Annihilation

When you call upon your gauntlet, you may add your spellcasting modifier to your unarmed strikes.

Augment: you now summon 2 gauntlets, you add your spellcasting modifier to your attack rolls.

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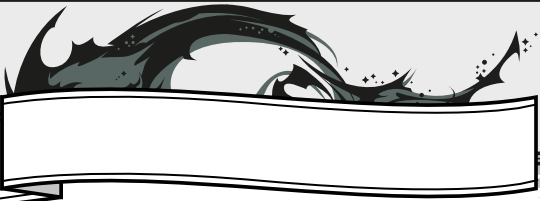
SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL3 SPELL SLOTS

2ND LEVEL3 SPELL SLOTS

## Blade Ward

### Abjuration Cantrip

CASTING TIME	1 action
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Black Magic (Pugilist)

Player's Handbook

## Eldritch Blast

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Black Magic (Pugilist)

Player's Handbook

## Fire Bolt

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Spellcasting (Fighter)

Player's Handbook

## Green-Flame Blade

### Evocation Cantrip

CASTING TIME	1 action
RANGE	5 feet
DURATION	Instantaneous
COMPONENTS	V, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Spellcasting (Fighter)

Sword Coast Adventurer's Guide

## Prestidigitation

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Black Magic (Pugilist)

Player's Handbook

## Absorb Elements

### 1st-level abjuration

CASTING TIME	1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
RANGE	Self
DURATION	1 round
COMPONENTS	S

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Spellcasting (Fighter)

Xanathar's Guide to Everything

## Burning Hands

### 1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Spellcasting (Fighter)

Player's Handbook

## Insightful Maneuver

### 1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice). Additionally, if the target has any other vulnerabilities, you learn them.

Spellcasting (Fighter)

Deep Magic: Combat Divination

## Shield

### 1st-level abjuration

CASTING TIME	1 reaction
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

**Reaction trigger:** You are hit by an attack or targeted by the magic missile spell. An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Spellcasting (Fighter)

Player's Handbook

# Hold Person

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Your hit points maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit points maximum increases by an additional 2 hit points.

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

*Prerequisite: Spellcasting or Pact Magic feature*

Studying occult lore, you have unlocked eldritch power within yourself: you learn one Eldritch Invocation option of your choice from the warlock class. If the invocation has a prerequisite, you can choose that invocation only if you're a warlock and only if you meet the prerequisite.

Whenever you gain a level, you can replace the invocation with another one from the warlock class.

You have a knack for making an impression in combat. Add your Charisma modifier to your initiative rolls.

At 1st level, your years of fighting in back alleys and taverns have given you mastery over combat styles that use unarmed strikes and pugilist weapons, which are simple melee weapons without the two-handed property, whips, and improvised weapons. You may not use the finesse property of a weapon while using it as a pugilist weapon. You gain the following benefits while you are unarmed or using only pugilist weapons and you are wearing light or no armor and not using a shield:

You can roll a d6 in place of the normal damage of your unarmed strike or pugilist weapon. this die increase to d8 at 5th level, d10 at 11th level and d12 at 17th level.

When you use the Attack action with an unarmed strike or a pugilist weapon on your turn, you can make one unarmed strike or grapple as a bonus action.

Starting at 2nd level, your experience laying the beatdown on others has given you a moxie you can channel in the midst of battle. This swagger is represented by a number of moxie points. Your pugilist level determines the maximum number of points you have, as shown in the Moxie Points column of the Pugilist table.

You can spend these points to fuel various moxie features. You start knowing three such features: Brace Up, The Old One-Two, and Stick and Move. You learn more moxie features as you gain levels in this class. You regain all expended moxie points when you complete a short or long rest.

#### BRACE UP

You can use a bonus action and spend 1 moxie point to brace for attacks. Roll your fisticuffs die + your pugilist level + your Constitution modifier and gain that many temporary hit points

#### THE OLD ONE-TWO

Immediately after you take the Attack action on your turn, you can spend 1 moxie point to make two unarmed strikes as a bonus action.

#### STICK AND MOVE

You can use a bonus action and expend 1 moxie point to make a shove attack or take the Dash action.

You can use a bonus action and spend 1 moxie point to brace for attacks. Roll your fisticuffs die + your pugilist level + your Constitution modifier and gain that many temporary hit points

Immediately after you take the Attack action on your turn, you can spend 1 moxie point to make two unarmed strikes as a bonus action.

You can use a bonus action and expend 1 moxie point to make a shove attack or take the Dash action.



Beginning at 2nd level, carousing, shadowboxing, and sparring all count as light activity for the purposes of resting for you. Additionally, once you have caroused in a settlement for 8 hours or more, you know all public locations in the city as if you were born and raised there and you cannot be lost by non-magical means while within the city.

Starting at 3rd level, when you take damage that reduces you to half your maximum hit points or less, you can use your reaction to gain temporary hit points equal to your pugilist level + your Constitution modifier and you regain all expended moxie points. You cannot use this feature again until you finish a short or long rest.

Starting at 4th level, you discover a strength inside you that can't be broken. As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage for one minute. At the end of that minute you gain a level of exhaustion.

Also at 3rd level, you can use a bonus action on your turn to manifest the evidence of your foul pledge. When you do, one of your limbs (often an arm) transmogrifies into a monstrous appearance reminiscent of your dread power for 1 minute.

- When you roll a 1 on a damage die for an unarmed strike attack you made, you can reroll the die and must use the new roll, even if the new roll is a 1.

- The first time you miss with an unarmed strike attack each turn you can make an additional unarmed strike attack as part of the same action.

- Immediately after you take the Attack action on your turn, you can spend 2 moxie points to make three unarmed strikes as a bonus action.

You must finish a short or long rest before you can use this feature again.

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

#### ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

#### DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

#### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

#### GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

#### PROTECTION

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.

#### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

#### SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

#### FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots.** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

#### CREATING SPELLSLOTS

##### Spell Slot Level Sorcery Point Cost

1st	2
2nd	3
3rd	5
4th	6
5th	7

**Converting a Spell Slot to Sorcery Points.** As a bonus action on your turn, you can expend one spell slot and gain a number of

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

**DRACONIC ANCESTRY**

**Dragon    Damage Type**

Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

You choose the red dragon as your ancestor. The fire damage type is used by features you gain later.

As magic flows through your body, it causes physical characteristics of your dragon ancestors to emerge.

At 3rd level, your hit point maximum increases by 3 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

The draconic essence inside of you grants you the power to enhance your strikes with the power of your draconic abilities.

Starting at 3rd level, when you use your attack action, you can add your Charisma modifier to the damage rolls of that attack action. The damage will be the type associated with your draconic ancestry.

Additionally, you can choose to gain resistance to the damage type associated with your draconic ancestry for 1 hour. You can use this feature once per long rest.