

# 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

CP

SP

EP

GP

PP

WEIGHT

EQUIPMENT

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & 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.

**Hellish Resistance.** You have resistance to fire damage.

**Winged.** You have bat-like wings sprouting from your shoulder blades. You have a flying speed of 30 feet while you aren't wearing heavy armor.

**Unarmored Agility.** You gain +1 AC when you take the dodge action and your AC equals 10 + your Dexterity modifier + your Constitution modifier in your humanoid form.

**Werewolf Transformation.** You can use your given abilities to turn into a werewolf as an action.

**Claw Attacks.** The damage dice for Claw attack are- at Level 1: 1d6, Level 5: 1d8, Level 11: 2d8, Level 17: 3d8, and at Level 20: 3d12.

**Armor Proficiencies.** Light Armor

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

**Tool Proficiencies.** Herbalism kit

**Languages.** Common, Infernal, Abyssal

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I don't run from evil. Evil runs from me.  
I live for the thrill of the hunt.

PERSONALITY TRAITS

I like to know my enemy's capabilities and  
weaknesses before rushing into battle. (Lawful)

IDEAL

There's evil in me, I can feel it. It must never be set  
free.

BOND

I feel no compassion for the dead. They're the lucky  
ones.

FLAW

Those who look into your eyes can see that you have  
faced unimaginable horror and that you are no  
stranger to darkness. Though they might fear you,  
commoners will extend you every courtesy and do  
their utmost to help you. Unless you have shown  
yourself to be a danger to them, they will even take  
up arms to fight alongside you, should you find  
yourself facing an enemy alone.

BACKGROUND FEATURE

An iron holy symbol devoted to an unknown god

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE