

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

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

ATTACKS & SPELLCASTING

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.

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put you to sleep.

Favored Enemy. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Undead.

Natural Explorer. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain benefits.

Forest.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Flute

Languages. Common, Elvish, Gnomish, Vampire, Vedalken

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I watch over my friends as if they were a litter of newborn pups. I once ran twenty-five miles without stopping to warn to my clan of an approaching orc horde. I'd do it again if I had to.

PERSONALITY TRAITS

Glory. I must earn glory in battle, for myself and my clan. (Any)

IDEAL

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BOND

I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.

FLAW

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

A bit of folded cloth that, when unfolded, turns into a stylish cap

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE