

# 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

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.

**Innate Spellcasting.** You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. You can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. (Charisma)

**Magic Resistance.** You have advantage on saving throws against spells and other magical effects.

**Poison Immunity.** You are immune to poison damage and the poisoned condition.

**Silver-Tongued.** When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

**Fighting Style.**

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

**Traits.**

**Defender's Dogma.** Once per long rest, if a creature misses an attack, you may cast Hellish Rebuke at a level equal to or below your Charisma modifier.

**Piercing Light.** When you roll a 20, enemies must make a Strength saving throw to avoid being knocked prone. The DC is 8 + proficiency + Charisma.

**Traps.** Beginning at 3rd level, you've gained the knowledge to lay down traps in combat, and to manipulate your foes into falling into them.

Choose which traps you've chosen to learn in the order you wish. All traps last for 1d6 rounds of combat, or until they are activated.

**Test of Faith.** Lay down a trap in a 5 foot radius from where you stand. Creatures that cross into and out of melee range must make a Dexterity save higher than 8 + proficiency + Charisma or take damage equal to half your Dragonhunter level x a d6. On a failed save, the creature is also knocked prone.

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

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

**Tool Proficiencies.** Disguise kit, Forgery kit

**Languages.** Common, Abyssal, Draconic

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I avoid people of my own race, as well as things associated with my race, lest they give me away. I think flattery is the best way to direct attention away from me.

PERSONALITY TRAITS

Quisling: Supporting the rulers of the land and following the laws is the road to salvation. (Lawful)

IDEAL

I am part of an underground network that smuggles non-humans into and out of the city.

BOND

I am ashamed. I failed to protect a member of my family who was seized and thrown into the Area.

FLAW

You have created a secret identity that you use to conceal your true race and that offers a covering explanation for your presence in Hillsfar. In addition, you can forge documents, including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

BACKGROUND FEATURE

A tooth from an unknown beast

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

5

8

9

SPELLS KNOWN