

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

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

Fey Charm. You can target one humanoid or beast that you can see within 30 feet. It must succeed on a Wisdom saving throw or be magically charmed. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can.

Fey Resistance. You have advantage on saving throws against being charmed and against illusion magic.

Earthen Upbringing. While perfectly still, you are invisible when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. At 6th level, when you are hidden in this way, you can use your action to cast invisibility with no material components, and you can't use this feature again until you finish a long rest.

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Cook's utensils

Languages. Common, Sylvan, Draconic, Undercommon, Goblin

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I have a crude sense of humor. I'm always polite and respectful.

PERSONALITY TRAITS

Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)

IDEAL

Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

BOND

My hatred of my enemies is blind and unreasoning.

FLAW

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

BACKGROUND FEATURE

A small bag containing "Fairy Dust", which fills itself every morning

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]A large rectangular area filled with horizontal ruling lines, resembling a notebook page. The lines are evenly spaced and extend across most of the width of the page. At the bottom center of this area, the text "QUEST ITEMS & TRINKETS" is printed in a bold, sans-serif font.

as

NOTES

NOTES

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.