



DUNGEONS & DRAGONS®

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CHARACTER NAME

1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE

0

STRENGTH

1

-5

DEXTERITY

1

-5

CONSTITUTION

1

-5

INTELLIGENCE

1

-5

WISDOM

1

-5

CHARISMA

1

-5

INSPIRATION

+1

PROFICIENCY BONUS

- ☒ -3 Strength
- ☒ -4 Dexterity
- ☐ -5 Constitution
- ☒ -4 Intelligence
- ☒ -3 Wisdom
- ☐ -5 Charisma

SAVING THROWS

- ☒ -3 Acrobatics (Dex)
- ☒ -4 Animal Handling (Wis)
- ☐ -5 Arcana (Int)
- ☒ -3 Athletics (Str)
- ☒ -4 Deception (Cha)
- ☐ -5 History (Int)
- ☒ -3 Insight (Wis)
- ☒ -4 Intimidation (Cha)
- ☐ -5 Investigation (Int)
- ☒ -3 Medicine (Wis)
- ☒ -4 Nature (Int)
- ☐ -5 Perception (Wis)
- ☒ -3 Performance (Cha)
- ☒ -4 Persuasion (Cha)
- ☐ -5 Religion (Int)
- ☒ -3 Sleight of Hand (Dex)
- ☒ -4 Stealth (Dex)
- ☐ -5 Survival (Wis)

SKILLS

ARMOR CLASS

-5

INITIATIVE

SPEED

Hit Point Maximum -5

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d0

1d0

HIT DICE

SUCCESSSES



FAILURES



DEATH SAVES

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PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Weapon1	-4	1d6 p
Weapon2	-4	1d10 b
Unarmed Strike	-4	-4 b

Additional Information

ATTACKS & SPELLCASTING

Traits

- Trait 1
- Trait 2

Another Trait

- Another Trait 1
- Another Trait 2

5

PASSIVE WISDOM (PERCEPTION)

Languages:

None

Armor:

None

Weapons:

None

Tools:

None

OTHER PROFICIENCIES & LANGUAGES

Tools, Health Potion



a backpack

EQUIPMENT

FEATURES & TRAITS



Blank

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



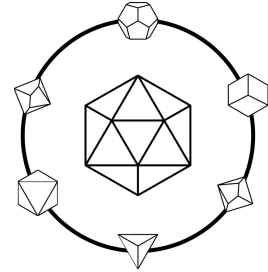
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CHARACTER APPEARANCE

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NAME

DnD Organization



SYMBOL

ALLIES & ORGANIZATIONS

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ADDITIONAL FEATURES & TRAITS

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CHARACTER BACKGROUND

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TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

NA

SPELL SAVE DC

NA

SPELL ATTACK
BONUS

0

CANTRIPS

Eldritch Blast (V, S)

Eldritch Blast II (V, S)

SLOTS TOTAL

SLOTS EXPENDED

1

● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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9

● *Armor of Agathys (V, S, M)*

○ *Armor of Agathys II (V, S, M)*

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FEATURES, MAGIC ITEMS AND SPELLS

SECTION 1

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SUBSECTION 1.1

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Paragraph 1.1.1. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare.

Subparagraph 1.1.1.1. Blandit cursus risus at ultrices mi tempus imperdiet. Et netus et malesuada fames ac turpis egestas maecenas.

SPELLS

LEVEL X

SPELL NAME

Spell Type

Casting Time: 1 Bonus Action

Range: Target

Components: V, S, M

Duration: Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

At Higher Levels. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Mace:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 16

Rapier (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 16

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 16

Current Max (thrown): 16

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 16

Damage Roll.

Mace:

1d6 + STR-Modifier

Current Max: 1

Rapier (Finesse):

1d8 + DEX-Modifier

Current Max: 3

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 1

Current Max (thrown): 1

Quarterstaff (Versatile):

1d6 + STR-Modifier

Current Max (one-handed): 1

Current Max (two-handed): 1

RANGED WEAPONS

Attack Roll.

Shortbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 16

Damage Roll.

Shortbow:

1d6 + DEX-Modifier

Current Max: 1

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 16

Damage Roll.

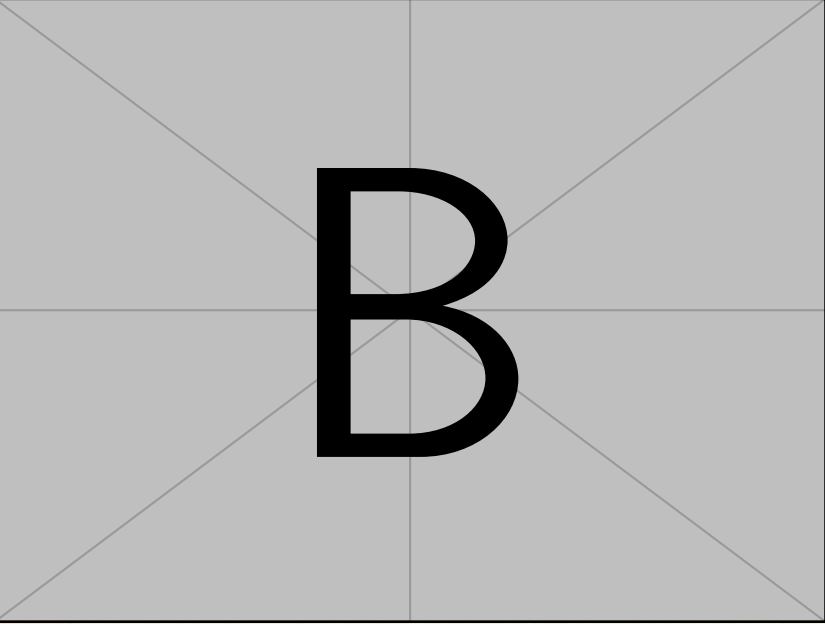
Unarmed Strike:

1 + STR-Modifier

Current Max: -4

BLANK MAGIC ITEM

Wondrous item, rare (requires attunement)



B

APPEARANCE
HISTORY
MAGIC