



DUNGEONS & DRAGONS®

Blank

CHARACTER NAME

1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE

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

CP

SP

EP

GP

PP

a backpack

EQUIPMENT

FEATURES & TRAITS





## Blank

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



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CHARACTER APPEARANCE

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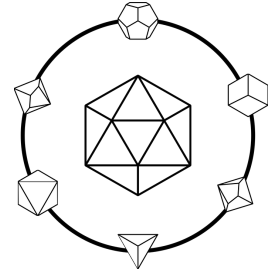
CHARACTER BACKGROUND

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ALLIES & ORGANIZATIONS

NAME

### DnD Organization



SYMBOL

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ADDITIONAL FEATURES & TRAITS

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TREASURE





SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

NA

SPELL SAVE DC

NA

SPELL ATTACK  
BONUS

0

CANTRIPS

*Cantrip A*

3

6

SLOTS TOTAL

SLOTS EXPENDED

1

1

☐ *Spell 1.A*

☐ *Spell 1.B*

4

7

2

2

☐ *Spell 2.A*

☐ *Spell 2.B*

5

8

9

SPELLS KNOWN



# FEATURES, MAGIC ITEMS AND SPELLS

## SECTION 1

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### SUBSECTION 1.1

Nullam eget felis eget nunc lobortis mattis aliquam faucibus. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare.

**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:

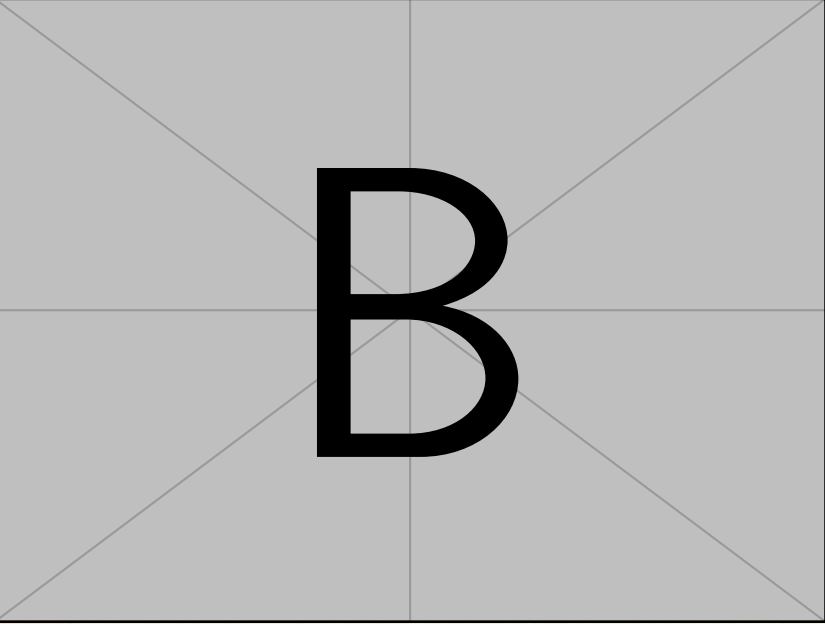
1 + STR-Modifier

Current Max: -4



# BLANK MAGIC ITEM

*Wondrous item, rare (requires attunement)*



B

APPEARANCE  
HISTORY  
MAGIC