

- HEROIC INSPIRATION 131 Persuasion

+9 Saving Throw

+9 Sleight of Hand +9 Stealth

CONSTITUTION

+9 Saving Throw

MODIFIER

20 SCORE

+9 Acrobatics

ı	-/ Animal Handling	al a h	this and that
	•l_ Insight	▲ Class Feature III  this and that	• Class Feature XII  this and that
	• -/ Medicine	Class Feature IV	this and that  ▲ Class Feature XIII
	<del>-</del>	this and that	this and that
	•l_ Perception	■ Class Feature V	◆ Class Feature XIV
	●l Survival	this and that	this and that
		· Class Feature VI	■ Class Feature XV
	CHARISMA	this and that	this and that
		• Class Feature VII	
	(-5)	this and that	
	SCORE	▲ Class Feature VIII	
	MODIFIER SCORE	this and that	
	●/_ Saving Throw	Class Feature XI  this and that	
	C	this and that  Class Feature X	
	•l Deception	= Class realule x	
	•l_ Intimidation		
	Performance	SPECIES TRAITS	FEAT
ı			

#### **EQUIPMENT TRAINING & PROFICIENCIES** ARMOR ♦ Light ♦ Medium ♦ Heavy ♦ Shields **TRAINING** WEAPONS Daggers, Darts, Javelins, Clubs, Maces, Quarterstaffs, Scimitars, Sickles, Slings, Spears TOOLS

EATS Species Feature I · Feat I this and that this and that



#### Se24 Test

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR



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CHARACTER APPEARANCE

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#### **ALLIES & ORGANIZATIONS**

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#### CHARACTER BACKGROUND

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ADDITIONAL FEATURES & TRAITS

TREASURE

# Intelligence SPELLCASTING ABILITY -5 SPELLCASTING MODIFIER 5 SPELL SAVE DC -3 SPELL ATTACK BONUS

#### DUNGEONS & DRAGONS®

CANTRIPS & PREPARED SPELLS								
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Level 1	4	$\Diamond \Diamond \Diamond \Diamond \Diamond$	LEVEL 4	3	$\Diamond \Diamond \Diamond$	LEVEL 7	2	$\Diamond \Diamond$
			LEVEL 5	3	$\Diamond \Diamond \Diamond$	LEVEL 8	1	$\Diamond$
LEVEL 3	3	$\Diamond \Diamond \Diamond$	LEVEL 6	2	$\diamondsuit\diamondsuit$	LEVEL 9	1	$\Diamond$

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CANTRIPS & PREPARED SPELLS   ▲ Bonus Action ◆ Reaction						
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes	
	Conjure Minor Elemental	Action	120 Feet	<b>♦</b> C <b>♦</b> R <b>♦</b> M	Evocation Boost	
	Random Spell I		300 Feet	<b>♦</b> C <b>♦</b> R <b>♦</b> M	Verbal, Somatic	
_2_	Random Spell 2		300 Feet	<b>♦</b> C <b>♦</b> R <b>♦</b> M	1d8 Fire Damage	
				<b>♦</b> C <b>♦</b> R <b>♦</b> M		
				<b>♦</b> C <b>♦</b> R <b>♦</b> M		
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#### PERSONALITY TRAITS

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Alignment True Neutral

#### **IDEALS**

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#### **BONDS**

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#### **FLAWS**

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#### **LANGUAGES**

Common, Elvish, Draconic, Deep Speech, Undercommon, Thieves' Cant

#### **EQUIPMENT**

Alchemist's Tools, Mason's Tools, Carpenter's Tools, Thieves' Tools, Tinker's Tools

Magic Item Attunement

Magic Item I

♦ Magic Item II

→ Magic Item III

## COINS CP SP EP GP PP 10000 9 1 9000 100



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SPELLCASTING CLASS INT
SPELLCASTING
ABILITY

5
SPELL SAVE DC

SPELL ATTACK BONUS

-3

3 2 0 3 6 **CANTRIPS** Conjure Minor Elemental (V, S, M) ■ Random Spell I (V, S) 0\_ 3 ■ Random Spell 2 (S, M) 0\_\_\_\_ 0\_\_\_\_

#### 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

#### CANTRIP

#### SPELL NAME

Spell Type

Casting Time: Bonus Action

Range: Target

**Components:** V, S, M **Duration:** Duration

Varius vel pharetra vel turpis nunc eget lorem

dolor. Tellus orci ac auctor augue.

Cantrip Upgrade. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

#### LEVEL X

#### SPELL NAME

Spell Type

Casting Time: Bonus Action

Range: Target

**Components:** V, S, M **Duration:** Duration

Varius vel pharetra vel turpis nunc eget lorem

dolor. Tellus orci ac auctor augue.

**Using a Higher-Level Spell Slot.** 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: 27 Rapier (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 27
Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 27 Current Max (thrown): 27 Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 27 **Damage Roll.** 

Mace:

1d6 + STR-Modifier

Current Max: 11

Rapier (Finesse):

1d8 + DEX-Modifier

Current Max: 13
Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 11

Current Max (thrown): 11

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 11 Current Max (two-handed): 13

#### RANGED WEAPONS

#### Attack Roll.

Shortbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 27

Damage Roll.

Shortbow:

1d6 + DEX-Modifier

Current Max: 11

#### SPECIAL ATTACKS

#### Attack Roll.

**Unarmed Strike:** 

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 27

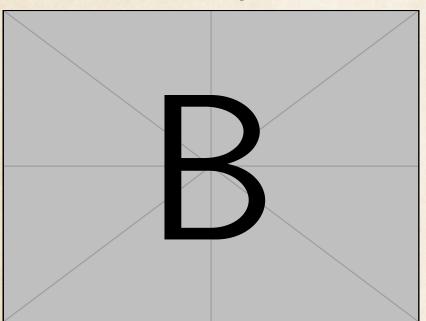
Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 6

### BLANK MAGIC ITEM Wondrous item, rare (requires attunement)



**APPEARANCE** HISTORY MAGIC