

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

DEXTERITY

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

RACIAL TRAITS

Grappler. You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 17.

Martial Arts. Your unarmed strike does 1d4+3 damage. You can use Strength or Dexterity for these attacks. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Ki. You have 2 Ki Points and your Ki DC is 14

Flurry of Blows (Bonus Action—Ki). Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes.

Patient Defense (Bonus Action—Ki). You can spend 1 ki point to take the Dodge action on your turn.

Step of the Wind (Bonus Action—Ki). You can spend 1 ki point to take the Disengage or Dash action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement. Your speed increases by 10 feet while you are not wearing armor or wielding a shield.

FEATURES & TRAITS

Armor Proficiencies. —

Weapon Proficiencies. Simple Weapons, Shortsword

Tool Proficiencies. Brewer's supplies, Drum

Languages. Common, Elvish, Dwarvish

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

No le doy valor a las riquezas o las personas con buenos Modales. El dinero y los modales no te van a salvar de un Oso Lechuza
Tengo una enseñanza para cada situación, deducida de observar la naturaleza

PERSONALITY TRAITS

Naturaleza. El mundo natural es mas importante que las construcciones y costumbre de la civilización (Neutral)

IDEAL

Voy a desatar una ira terrible sobre los malhechores que destruyeron mi tierra natal

BOND

No hay lugar para la cautela en una vida vivida plenamente.

FLAW

Tengo una memoria excelente de mapas y geografía, y siempre puedo recordar la distribución del terreno, asentamientos y otras características alrededor mío. Adicionalmente puedo encontrar comida y agua para mí y hasta 5 otras personas todos los días, siempre y cuando la tierra ofrezca frutas, animales pequeños, agua y todo lo demás.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]