

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

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. A +4 on History checks related to origin of stonework.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Druidic. You can use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Perception check but can't decipher it without magic.

Spellcasting. You can cast druid spells as rituals. You can prepare 6 spells from the druid spell list. You can use a druidic focus as your spellcasting focus.

Wildshape (Action—2/Short Rest). You can magically assume the shape of a beast that you have seen before. You can stay in a beast shape for 1 hours. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Shroud of Seasons (Action). You can expend one use of your Wild Shape and choose one creature you can see within 60 feet of you that has at least 1 hit point. That creature must make a Constitution saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following options, which takes effect at the start of the creature's next turn and lasts for up to 1 minute while you concentrate it.

Deep Winter's Freeze (Shroud of Seasons). Its movement speed is reduced by 10 feet. Using your bonus action, it takes 1d4+3 cold damage.

Fade Rot (Shroud of Seasons). A creature suffers one level of exhaustion, and regains only half the normal healing from spells and effects. Using your bonus action, it takes 3 necrotic damage.

Harvestide (Shroud of Seasons). A creature under the shroud can use its bonus action on its turn to be showered in radiant energy, and regains hit points equal to 1d4+3.

Wildflame (Shroud of Seasons). As a bonus action, you cause flames to flash across the target dealing 1d6 fire damage, and causes the target to ignite in flames. At the start of each of its turns, or until the shroud ends, the target takes 3 fire damage and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as being submerged in water).

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Battleaxe, Handaxe, Light Hammer, Warhammer, Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

Tool Proficiencies. Mason's tools, Bagpipes, Herbalism kit

Languages. Common, Dwarvish, Giant, Druidic

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

I'm driven by a wanderlust that led me away from home.

PERSONALITY TRAITS

Greater Good. It is each person's responsibility to make the most happiness for the whole tribe. (Good)

IDEAL

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BOND

Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

FLAW

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE


A shard of obsidian that always feels warm to the touch

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL4 SPELL SLOTS

2ND LEVEL2 SPELL SLOTS

Create Bonfire

Conjuration Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You create a bonfire on ground that you can see within range. Until the spell ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Bonus Cantrip (Druid)

Xanathar's Guide to Everything

Guidance

Divination Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Spellcasting (Druid)

Player's Handbook

Infestation

Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a living flea)

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1., north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Druid)

Xanathar's Guide to Everything

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Prepared (Druid)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Druid)

Player's Handbook

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Prepared (Druid)

Player's Handbook

Healing Spirit

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the Spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

Prepared (Druid)

Xanathar's Guide to Everything

Heat Metal

2nd-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a piece of iron and a flame)

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

Prepared (Druid)

Player's Handbook

Moonbeam

2nd-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 up to feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Prepared (Druid)

Player's Handbook