

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

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.

Artisan's Expertise. You gain double proficiency (+6) for any checks made with your two chosen Artisan's Tools. Also a +6 to Intelligence (History) check related to origin of any architectural construction.

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

FEATURES & 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.

Tracker (1/Long Rest). You can cast the hunter's mark spell once without expending a spell slot or using any spell slots you have, using Wisdom as your spellcasting ability. You have advantage on Survival checks to track creatures.

Favored Enemy. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Beasts.

Monstrosities.

Natural Explorer. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: Difficult terrain doesn't slow your group's travel. Your group can't become lost except by magical means. Even when you are engaged in another activity while traveling, you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Mountain.

Forest.

Fighting Style.

Close Quarters Shooter. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

Gloom Stalker. Gloom Stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims.

Primeval Awareness (Action). You can expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Dread Ambusher. At the start of your first turn, your walking speed increases by 10ft until the end of that turn. If you attack that turn, make one additional weapon attack. If it hits, the target takes an extra 1d8 damage.

Umbral Sight. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Leatherworker's tools, Carpenter's tools, Thieves' tools, Horn

Languages. Common, Dwarvish, Elvish, Thieves' Cant

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I blow up at the slightest insult.
The best way to get me to do something is to tell me
I can't do it.

PERSONALITY TRAITS

Redemption. There's a spark of good in everyone.
(Good)

IDEAL

I'm guilty of a terrible crime. I hope I can redeem
myself for it.

BOND

I have a "tell" that reveals when I'm lying.

FLAW

You are in frequent contact with people in the
segment of society that your chosen quarries move
through. These people might be associated with the
criminal underworld, the rough-and-tumble folk of
the streets, or members of high society. This
connection comes in the form of a contact in any city
you visit, a person who provides information about
the people and places of the local area.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

INVENTORY — ITEM DESCRIPTIONS & NOTES

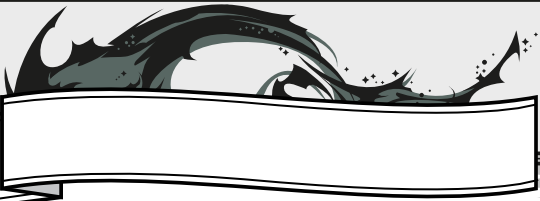
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SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

1ST LEVEL 4 SPELL SLOTS ● ● ● ●

2ND LEVEL 2 SPELL SLOTS ● ●



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

1ST LEVEL

Absorb Elements

1st-level abjuration

CASTING TIME	1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
RANGE	Self
DURATION	1 round
COMPONENTS	S

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

Spellcasting (Ranger)

Princes of the Apocalypse

Disguise Self

1st-level illusion

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Gloom Stalker Magic (Ranger)

Player's Handbook

Hunter's Mark

1st-level divination

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Tracker

Player's Handbook

Wild Cuning

1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects:

If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again.

If there is edible forage within range, you know it and where to find it.

If there is clean drinking water within range, you know it and where to find it.

If there is suitable shelter for you and your companions with range, you know it and where to find.

Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption.

Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.

Spellcasting (Ranger)

UA: Starter Spells

Zephyr Strike

1st-level transmutation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

Spellcasting (Ranger)

Xanathar's Guide to Everything

Pass without Trace

2nd-level abjuration

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Spellcasting (Ranger)

Player's Handbook

Rope Trick

2nd-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S, M (powdered corn extract and a twisted loop of parchment)

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

Gloom Stalker Magic (Ranger)

Player's Handbook

This wooden case can hold up to twenty crossbow bolts.

Crossbow bolts are used with a crossbow to make a ranged attack.

Knowledge of leatherworking extends to lore concerning animal hides and their properties. It also confers knowledge of leather armor and similar goods.

Components. Leatherworker's tools include a knife, a small mallet, an edger, a hole punch, thread, and leather scraps.

Arcana. Your expertise in working with leather grants you added insight when you inspect magic items crafted from leather, such as boots and some cloaks.

Investigation. You gain added insight when studying leather items or clues related to them, as you draw on your knowledge of leather to pick out details that others would overlook.

Identify Hides. When looking at a hide or a leather item, you can determine the source of the leather and any special techniques used to treat it. For example, you can spot the difference between leather crafted using dwarven methods and leather crafted using halfling methods.

LEATHERWORKER'S TOOLS

Activity DC

Modify a leather item's appearance 10
Determine a leather item's history 20

Skill at carpentry enables a character to construct wooden structures. A carpenter can build a house, a shack, a wooden cabinet, or similar items.

Components. Carpenter's tools include a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.

History. This tool proficiency aids you in identifying the use and the origin of wooden buildings and other large wooden objects.

Investigation. You gain additional insight when inspecting areas within wooden structures, because you know tricks of construction that can conceal areas from discovery.

Perception. You can spot irregularities in wooden walls or floors, making it easier to find trap doors and secret passages.

Stealth. You can quickly assess the weak spots in a wooden floor, making it easier to avoid the places that creak and groan when they're stepped on.

Fortify. With 1 minute of work and raw materials, you can make a door or window harder to force open. Increase the DC needed to open it by 5.

Temporary Shelter. As part of a long rest, you can construct a lean-to or a similar shelter to keep your group dry and in the shade for the duration of the rest. Because it was fashioned quickly from whatever wood was available, the shelter collapses 1d3 days after being assembled.

CARPENTER'S TOOLS

Activity DC

Build a simple wooden structure 10
Design a complex wooden structure 15
Find a weak point in a wooden wall 15
Pry apart a door 20

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.