

# CHARACTER NAME

(CHARACTER NAME)

## CHARACTER TITLE

CLASS: \_\_\_\_\_

PLAYSTYLE: \_\_\_\_\_

RACE: \_\_\_\_\_

DIFFICULTY: \_\_\_\_\_

### APPEARANCE

**Appearance Traits.** List traits and describe as below.

**Age.** ##

**Height.** #'"

**Hair.** Description.

**More Traits.**

(Or insert/draw image)

### ROLEPLAYING

#### IDEALS:

**Ideal1.** Beliefs and values.

**Ideal2.** Another ideal if applicable.

**Ideal3?**

#### BONDS:

**Bond1.** People/places/things.

**Bond2.** Another bond if applicable.

**Bond3?**

#### FLAWS:

**Flaw1.** A negative trait.

**Flaw2.** Another flaw if applicable.

#### LANGUAGES:

1) Common

2)

#### PERSONALITY:

**Trait1.** Description of any traits or quirks or characteristics they may have.

**Trait2.** Another characteristic they may have if applicable.

**Trait3?**

#### ALIGNMENT:

+0

STRENGTH

+0

DEXTERITY

+0

CONSTITUTION

+0

INTELLIGENCE

+0

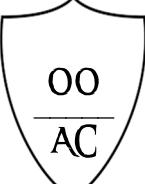
WISDOM

+0

CHARISMA

(30 FT.)

+0  
INIT



00  
AC



/00  
HP

### SPECIAL

#### Special Ability.

Examples: Rage, Wild Shape, Level 2 Spell, etc..

### REACTIONS

**Opportunity Attack.** Make a melee attack when an enemy exits your melee range.

**Note.** Melee attack spells cannot be used for opportunity attacks.

### ITEMS

#### EQUIPMENT:

**Main Hand.**

**Off-Hand.**

**Armor.**

#### TOOLS/KITS:

**Tool/Kit.** Clippers, mortar and pestle, herb identification kit, pouches and vials for remedies.

**Healing Salve.** □ □ □

During short rest, heal yourself for \*HitDice+CON.

#### BACKPACK:

's Pack.

- things in the pack

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: \_\_\_\_\_

### ATTACKS (+0)

**Attack.** Range, \*damage \*type. Any effects. Examples below.

**Shocking Grasp.** Melee, 1d8 lightning. Target cannot use reaction for 1 turn.

**Ray of Frost.** Ranged (60 ft.) 1d8 cold. Target loses 10 ft. move speed for 1 turn.

### BONUS ACTIONS

**Bonus Action.** Make a second attack if dual-wielding? Cast a spell if available?

### ABILITIES (DC 00)

**Ability.** 3 spaces then usage: □ □ or ∞

Brief description. Range, area, damage, save, duration. Examples below.

**Speak With Animals.** ∞

For 10 min., comprehend and speak with beasts.

**Burning Hands.** □ □

Unleash a 15-ft. cone of fire in front of you. Self-range, 3d6 fire (DEX save: 1/2 dmg).

**Magic Missile.** □ □

Shoot 3 homing darts, choosing a visible target for each dart. All darts automatically hit. 120 ft. range, 1d4+1 force per dart.

**Animal Messenger.** □

For 1 day, a tiny beast delivers a message in your voice (25 miles max).

### FEATURES

**Features.** Include passive traits from class, race, background, feats, etc.

**Notes.** Give racial traits, but do not specify race. Give no one darkvision. Include actual numbers and calculated modifiers in sheet when possible. Examples below.

**Arcane Recovery.** During a short rest, recover up to 2 ability uses.

**Sculpt Spells.** When casting an area of effect spell, you may select up to 3 of the affected targets that you can see – they take no damage.