

CHARACTER (SEE TABLE)

(CHARACTER NAME)

CLASS: -----

PLAYSTYLE: -----

RACE: (SEE TABLE)

DIFFICULTY: -----

APPEARANCE

Appearance Traits. List traits and describe as below.

Age. ##

Height. #'#"

Hair.

Size.

Other Traits.

(Or insert/draw image)

ROLEPLAYING

IDEALS:

Beliefs and values.

BONDS:

People/places/things important to you.

FLAWS:

Negative traits, bad things you cannot stop yourself from doing.

LANGUAGES:

- 1) Common
- 2) Racial language

- 3) Additional languages

PERSONALITY:

Quirks and other noticeable characteristics and flavor.

ALIGNMENT: (see table)

+0 +0

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STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

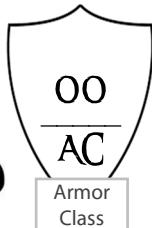
CHARISMA

Move speed
(00 FT.)

+0

INIT

Initiative bonus



00

AC



/00
HP

SPECIAL

- What makes your character special
- May be action, bonus action, reaction, on hit, free action, feature, etc.

REACTIONS

- Use on specified trigger

ITEMS

EQUIPMENT:

Battle armaments that you wield and wear.

TOOLS/KITS:

Tool/Kit. Specialty items that your character is particularly adept with.

Healing Salve. Remedy to heal yourself during a short rest.

BACKPACK:

The type of backpack you have and various mundane things within it.

ATTACKS (+0)

Bonus to attack roll

- Each is an action, unlimited uses
- Add attack bonus to d20 roll to see if it hits, then roll and apply damage (e.g., 1d4 slashing)
- Melee (5 ft. range)
- Reach (melee at > 5 ft.)
- Ranged (normal/long): disadvantage within 5 ft. or in long range

BONUS ACTIONS

- Use on your turn
- Can be used in addition to action

ABILITIES (DC 00)

DC to avoid your abilities

- Unless specified, each is an action
- May have unlimited or limited uses (∞ or)
- Force target to make a saving throw with success determined by target roll against your DC
- Given as [range, damage, duration (type of save: effect of save)]

FEATURES

- Passive characteristics
- Not actively used, but may be situationally applied

MONEY: Copper: _____ Silver: _____ Gold: _____