

# 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

**Humanoid.** Your creature type is Humanoid. You are also considered an elf for any prerequisite or effect that requires you to be an elf.

**Child of the Sea.** You can breathe air and water.

**Fey Ancestry.** You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

**Friend of the Sea.** You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

**Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Whenever you finish this trance, you can gain two proficiencies that you don't have, each one with a weapon or a tool. You retain them until you finish your next long rest.

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shield, Heavy Armor

**Weapon Proficiencies.** Warhammer, Simple Weapons

**Tool Proficiencies.** Vehicles land, Cartographer's tools

**Languages.** Common, Elvish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I have a strong sense of fair play and always try to find the most equitable solution to arguments. If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEAL

I worked the land, I love the land, and I will protect the land.

BOND

I have trouble trusting in my allies.

FLAW

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]



## 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 (Cleric)

Player's Handbook

## Spare the Dying

### Necromancy Cantrip

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

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Spellcasting (Cleric)

Player's Handbook

## Toll the Dead

### Necromancy Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Spellcasting (Cleric)

Xanathar's Guide to Everything

## Bless

### 1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Life Domain (Cleric)

Player's Handbook

## Command

### 1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop.** The target drops whatever it is holding and then ends its turn.

**Flee.** The target spends its turn moving away from you by the fastest available means.

**Gravel.** The target falls prone and then ends its turn.

**Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Prepared (Cleric)

Player's Handbook

## 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.

Life Domain (Cleric)

Player's Handbook

## Guiding Bolt

### 1st-level evocation

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

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

Prepared (Cleric)

Player's Handbook

## Protection from Evil and Good

### 1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Prepared (Cleric)

Player's Handbook

## Purify Food and Drink

### 1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prepared (Cleric)

Player's Handbook

# Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

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

Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Using cartographer's tools, you can create accurate maps to make travel easier for yourself and those who come after you. These maps can range from large-scale depictions of mountain ranges to diagrams that show the layout of a dungeon level.

**Components.** Cartographer's tools consist of a quill, ink, parchment, a pair of compasses, calipers, and a ruler.

**Arcana, History, Religion.** You can use your knowledge of maps and locations to unearth more detailed information when you use these skills. For instance, you might spot hidden messages in a map, identify when the map was made to determine if geographical features have changed since then, and so forth.

**Nature.** Your familiarity with physical geography makes it easier for you to answer questions or solve issues relating to the terrain around you.

**Survival.** Your understanding of geography makes it easier to find paths to civilization, to predict areas where villages or towns might be found, and to avoid becoming lost. You have studied so many maps that common patterns, such as how trade routes evolve and where settlements arise in relation to geographic locations, are familiar to you.

**Craft a Map.** While traveling, you can draw a map as you go in addition to engaging in other activity.

CARTOGRAPHER'S TOOLS

**Activity DC**

- Determine a map's age and origin 10
- Estimate direction and distance to a landmark 15
- Discern that a map is fake 15
- Fill in a missing part of a map 20