

# 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

**Shifting (Bonus Action—1/Short Rest).** You can assume a more bestial appearance for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain 2 temporary hit points.

**Shifting Feature.** Whenever you shift, you gain 1d6 additional temporary hit points. While shifted, you have a +1 bonus to your Armor Class.

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.

**Rage (Bonus Action—2/Long Rest).** Advantage on Strength checks and Strength Saves. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

**Unarmored Defense.** While you aren't wearing armor, your AC equals 12. You can use a shield and still gain this benefit.

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shields

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** Navigator's tools

**Languages.** Common, Primordial

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

lacht met zo goed als alles,peutert in zijn neus,altijd klaar om te helpen.

PERSONALITY TRAITS

blijf van mijn spullen af dan blijf ik misschien ook van die van jou.

IDEAL

alles met oude of verloren volkeren raken mij diep in het hart maar ik weet niet waarom .

BOND

weinig geduld,hoogtevrees.

FLAW

When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, you can determine the monetary value of art objects more than a century old.

BACKGROUND FEATURE

goude ketting met een aap op

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

ADDITIONAL TREASURE

[illegible]



QUEST ITEMS & TRINKETS

RANGE

ATTACK

DAMAGE

RANGE

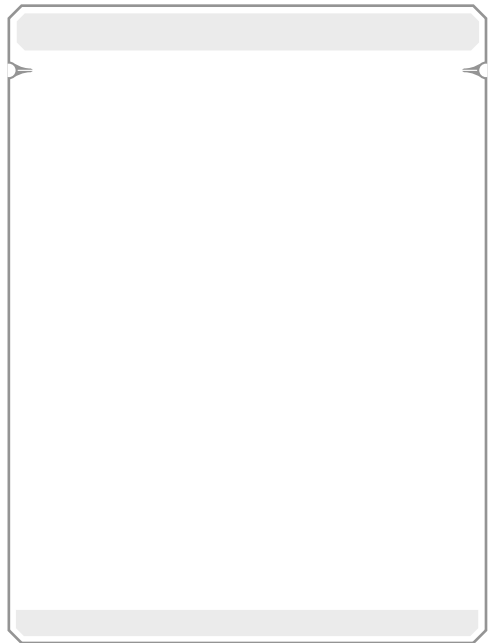
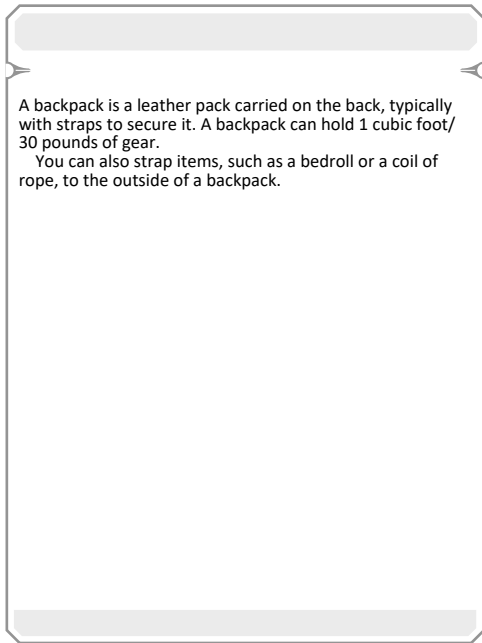
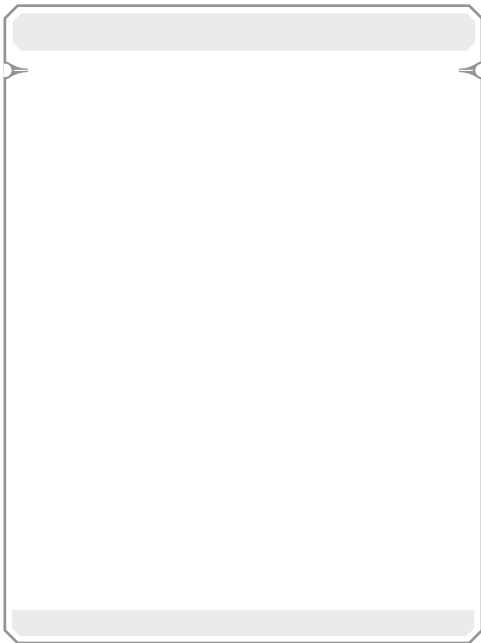
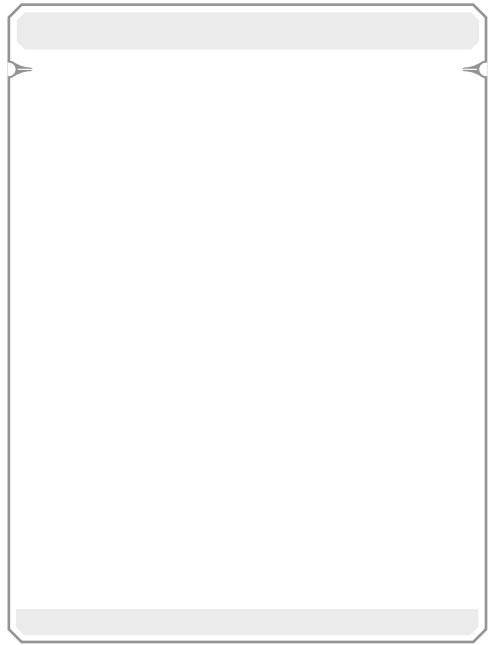
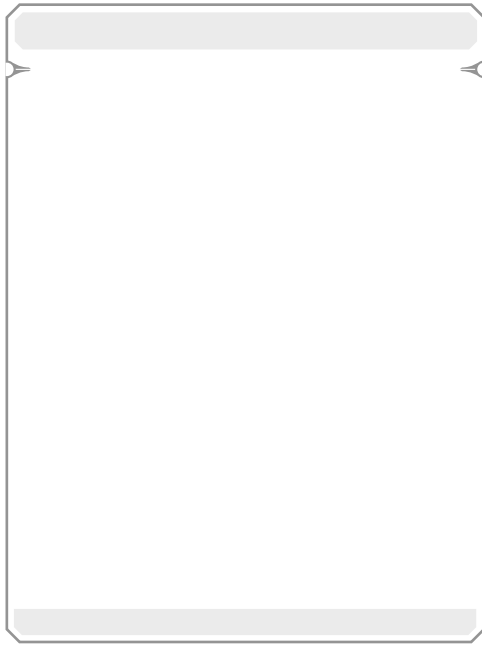
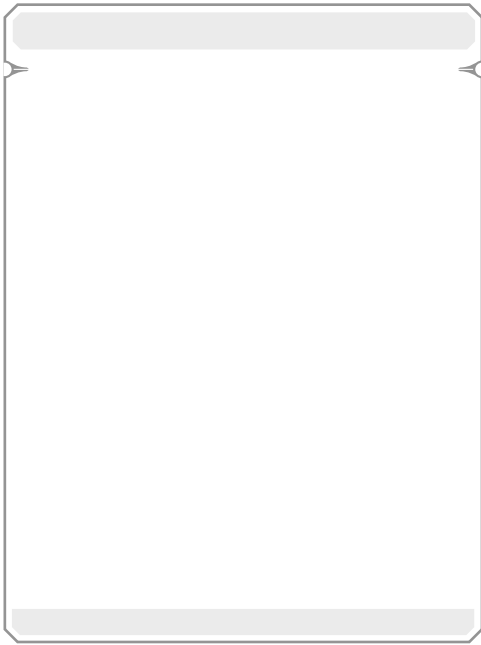
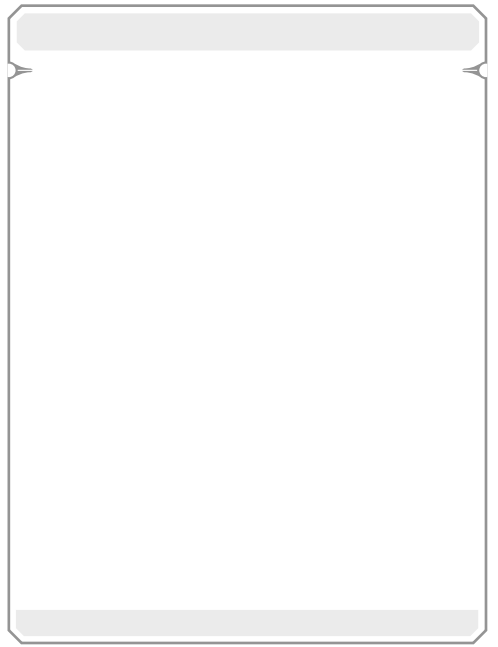
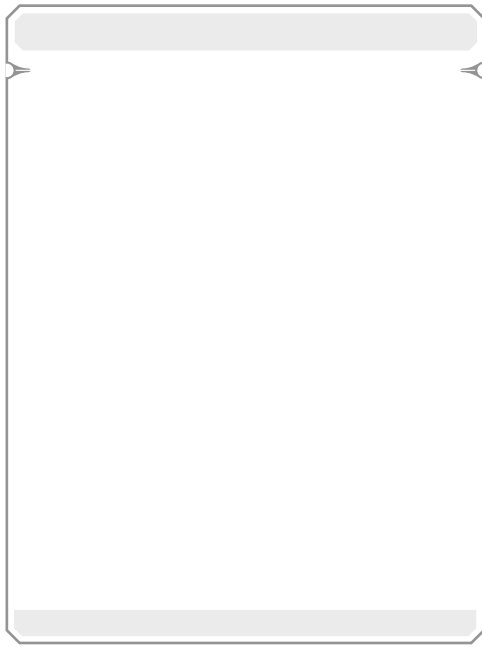
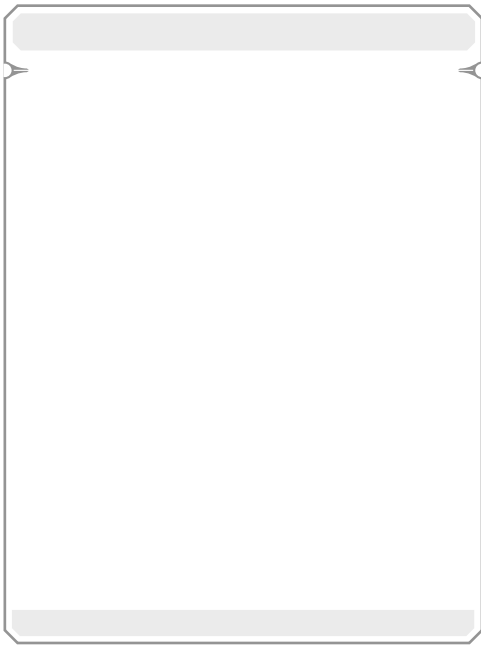
ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE



This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

A silver necklace with a gemstone pendant.

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point). You also gain additional benefits that depend on your shifter subrace, described below.

Once you shift, you can't do so again until you finish a short or long rest.

Whenever you shift, you gain 1d6 additional temporary hit points. While shifted, you have a +1 bonus to your Armor Class.

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.