

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

Dragonborn 7

RACE

AGE

Sporty

BACKGROUND

XP

EYES

HAIR

HEIGHT

WEIGHT

STRENGTH

+2

+2

BONUS

SAVE

DEXTERITY

+0

+0

BONUS

SAVE

CONSTITUTION

+2

+2

BONUS

SAVE

INTELLIGENCE

-1

-1

BONUS

SAVE

WISDOM

+2

+4

BONUS

SAVE

CHARISMA

+2

+4

BONUS

SAVE

Cleric

1

+2

PROFICIENCY

INSPIRATION

14

PASSIVE PERCEPTION

- 1d20
- SKILLS
- ☐ +0 ACROBATICS: I'm good at tumbling, flipping, and rolling.
 - ☐ +2 ANIMAL HANDLING: Animals really like me
 - ☐ -1 ARCANA: I know about magic, spells, and weird things
 - ☒ +4 ATHLETICS: I'm good at running, jumping, and climbing
 - ☐ +2 DECEPTION: I'm good at lying and playing tricks on people
 - ☐ -1 HISTORY: I know about things that happened a long time ago
 - ☐ +2 INSIGHT: I know how people feel and can tell when they're lying
 - ☐ +2 INTIMIDATION: I'm good at scaring people!
 - ☐ -1 INVESTIGATION: I can find clues and secrets
 - ☒ +4 MEDICINE: I can help people when they're sick
 - ☐ -1 NATURE: I know all about plants and animals
 - ☒ +4 PERCEPTION: I'm good at finding and spotting things
 - ☐ +2 PERFORMANCE: I'm good at putting on a show!
 - ☐ +2 PERSUASION: I can get people to do what I want to do
 - ☒ +1 RELIGION: I know about the gods and prayers
 - ☐ +0 SLEIGHT OF HAND: I'm good at hiding things and taking things
 - ☐ +0 STEALTH: I'm good at hiding and staying quiet
 - ☐ +2 SURVIVAL: I can follow footprints and track animals

ARMOUR

16

18

INITIATIVE

+0

SPEED

30

Hit Point Maximum

10

Temporary Hit Points

HIT DICE

Used

Total

1

d8

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE

Mace

1d20 + 4

1d6 + 2

Light Crossbow

1d20 + 2

1d8

Crossbow Bolts

1d20 +

AMMUNITION

OTHER COMBAT STUFF

Breathe Fire: 15 foot cone. Enemies roll a DC 12 Dexterity save. They take 2d6 fire damage if they fail, and half if they pass.

I'm wearing chainmail.

Sometimes I use a shield, it gives me +2 Armour (18 total)

STUFF I CAN DO

I can speak, read, and write Common, Draconic, Elvish, and Giant.

I can breath fire! (see Breath Fire in "Other Combat Stuff")

I only take half damage from fire.

I can use simple weapons.

I can use all armour and shields.

I have disadvantage on Stealth checks because of my armour.

I have an explorer's pack

I can cast spells and rituals! (see Spell Sheet)

I'm really good at healing people. Whenever I heal someone with a spell, they get 3 extra hit points.

I am really good at dodgeball! I am always picked first for sports.