

Character Name
NAME

Character Pronouns
PRONOUNS

Species/sub species
SPECIES

Background/origin
BACKGROUND

Class #1
CLASS/SUBCLASS

class #1
level
LVL

total
character
level
TOTAL

Class #2
CLASS/SUBCLASS

class #2
level
LVL

TOTAL

small, med,
lg, etc.
SIZE

walk, climb,
fly, etc.
SPEED

darkvision/range,
other vision/range
VISION

PROFICIENCY BONUS
determined by total level

proficiency & expertise

modifier

score

STRENGTH

modifier

score

DEXTERITY

modifier

score

CONSTITUTION

modifier

score

INTELLIGENCE

modifier

score

WISDOM

modifier

score

CHARISMA

homebrew skill

homebrew skill

homebrew skill

homebrew skill

homebrew skill

homebrew skill

homebrew skill

homebrew skill

saving throw

athletics

intimidation

acrobatics

sleight of hand

stealth

saving throw

concentration

saving throw

arcana

history

investigation

nature

religion

saving throw

animal handl.

insight

medicine

perception

survival

saving throw

deception

intimidation

performance

persuasion

total hit points

temporary/current hit points (leave blank)

MAX HP

total armor class

shield bonus

light

med

heavy

armor type /details

AC

modifier

total/special skills

INITIATIVE

RESISTANT + IMMUNE + VULNERABLE damage/conditions

SHORT REST

hit dice maximum

leave blank

features that recharge on a short rest

additional space for armor, defense, initiative, short rest/long rest, and other features/traits

armor proficiencies

heavy

shields

simple

weapon proficiencies

(melee, ranged)

other armor; weapon, and attack proficiencies

LANGUAGES

language proficiencies

OTHER games, instruments, vehicles, tools, and other proficiencies

CLASS spellcasting class

spell attack bonus

spell save difficulty

ability int/wis/cha

total #

total known

per day

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

NOTES special spellcasting abilities (such as wizard magic school, meta magic, life cleric healing, etc.)

WEAPON

attack #1

attack #2

attack #3

BONUS/DC

attack bonus or save DC

DAMAGE

damage dice and damage type

NOTES

attack and/or weapon details (such as range, weapon properties, weapon masteries, conditions inflicted, etc.)

ACTIONS

attack, cast a spell, dash, disengage, dodge, help, hide, ready

Character abilities that take a full action as well as abilities that can effect or modify those actions (such as extra attack, reckless attack, divine intervention, sneak attack, etc.)

BONUS ACTIONS

off-hand attack, cast a spell

Character abilities that take a bonus action as well as abilities that can effect or modify those bonus actions

REACTIONS

opportunity attack, unleash readied action

Character abilities that take a reaction as well as abilities that can effect or modify those reactions and/or opportunity attacks

OTHER ABILITIES

Abilities that AREN'T an action, bonus action, or reaction, AREN'T spells, and AREN'T skills (such as paladin auras, persistent rage, rituals, etc.)

These abilities tend to be ALWAYS ACTIVE (like paladin auras) or LONGER THAN AN ACTION (such as ritual magic)

SPECIAL SKILLS

additional space for homebrew skills, special skills like stonecunning (dwarf) or artificer's lore (gnome), tool proficiency scores, abjuration wizard's counterspell/dispel magic ability bonus, etc.

PASSIVE ABILITIES

Abilities that are included elsewhere on the character sheet, but are important to remember especially when leveling up (such as the tough feat, jack of all trades bard ability, feral instinct barbarian ability, etc.)

Raine Tallbrooke

NAME

he/him

PRONOUNS

human
SPECIES

sailor (tavern brawler)
BACKGROUND

tempest cleric
CLASS/SUBCLASS

10
LVL

10
TOTAL

medium
SIZE

normal
(no darkvision)

VISION

30ft
SPEED

+4
PROFICIENCY
BONUS

+2
14
STRENGTH

-2
8
DEXTERITY

+2
14
CONSTITUTION

+1
12
INTELLIGENCE

+5
20
WISDOM

-1
9
CHARISMA

SPECIAL SKILLS

PASSIVE ABILITIES

tavern brawler (feat)
resilient (feat)

76
MAX HP

17
AC

-2
INITIATIVE

CLASS cleric

+9
BONUS

17
DC

ability wisdom
cantrips 6
spells cleric list
prepare 15/day

RESISTANT + IMMUNE + VULNERABLE
poison

SHORT REST
<10d8> d8
total hit dice current hit dice
<> regain 1 channel divinity charge

LONG REST
<> Gain heroic inspiration (human)

PROFICIENCIES

light med
heavy shields

simple martial

LANGUAGES

common
gnomeish

improvised
weapons,
unarmed attacks

OTHER

navigator's tools
water vehicles

NOTES

Cantrips: Guidance, Light, Sacred Flame, Spare the Dying, Stormwisp, Toll the Dead
Always Prepared: Fog Cloud, Thunderwave, Gust of Wind, Shatter, Call Lightning, Sleet Storm, Control Water, Ice Storm, destructive Wave, Insect Plague

SPELLCASTING FEATURES

Metamagic Adept. (feat) <><><> SP

Distant Spell. Spend 1 SP, spells with 5ft+ ranges are doubled, spells with touch ranges are 30ft.
Transmuted Spell. Spend 1 SP to change damage between following options: acid, cold, fire, lightning, poison, thunder

Divine Intervention. <> per long rest

Action, cast any (non-reaction) cleric spell of lvl 5 or lower without expending a spell slot, needing to have it prepared, and only requiring components with a gp value

ACTIONS

attack, cast a spell, dash, disengage, dodge, help, hide, ready

Attacks.

Harpoon (glaive) Weapon Attack. +6 to hit, reach 10ft, 1d10+2 slashing and 1d8 thunder damage, optionally push 10ft (two-handed weapon)
Unarmed Strike. +6 to hit, reach 5ft, 1d4+2 bludgeoning damage (reroll 1s), optionally push 5 ft

Channel Divinity. <><><> per long rest

Turn Undead. Chosen undead within 30ft make WIS save, failure means 5d8 radiant damage, and frightened and incapacitated for 1 min or until it takes damage.
Divine Spark. Heal 2d8 or do 2d8 radiant damage (on a failed con save) to one creature within 30ft.
Destructive Wrath (with attack or spell action) When rolling lightning or thunder damage, deal max damage.

BONUS ACTIONS

off-hand attack, cast a spell

REACTIONS

opportunity attack, unleash readied action

Wrath of the Storm.

<><><><><> (WIS MOD) per long rest
When hit with an attack by a visible creature within 5ft, cause the creature to make a DEX save DC 17. Creature takes 2d8 lightning or thunder on a fail and half on a success.

OTHER ABILITIES

Thunderous Strike. When dealing lightning or thunder damage to a large or smaller creature, optionally push it 10ft away

Divine Strike. Add 1d8 thunder damage to weapon attacks

Verak the Formidable

she/her
PRONOUNS

+5 PROFICIENCY BONUS

+6
22
STRENGTH

◇ a+11 saving throw
● a+11 athletics
○ a+11 intimidation

+2
14
DEXTERITY

◇ +2 saving throw
○ +2 acrobatics
○ +2 sleight of hand
○ +2 stealth

+4
18
CONSTITUTION

◆ a5ft+9 saving throw
○ +9 concentration

+0
10
INTELLIGENCE

◇ a5ft+0 saving throw
○ +0 arcana
○ +0 history
○ +0 investigation
○ +0 nature
○ +0 religion

+3
16
WISDOM

◆ a5ft+3 saving throw
○ +8 animal handl.
○ +8 insight
○ +3 medicine
○ +8 perception
○ +8 survival

-1
9
CHARISMA

◆ a5ft-1 saving throw
○ -1 deception
○ -1 intimidation
○ -1 performance
○ -1 persuasion

SPECIAL SKILLS

PASSIVE ABILITIES

- Tough (feat)
- Rage (barbarian)
- Rage Damage +4 (barbarian)
- Unarmored defense (barbarian)
- Danger sense (barbarian)
- Fast movement (barbarian)
- Feral instinct (barbarian)
- Persistent Rage (barbarian)
- Powerful build (goliath)
- Mountainborn (goliath)

Goliath (ice giant)
SPECIES

Outlander
BACKGROUND

198
MAX HP

temp current hp

18
AC

+2 (shield)

◇ light ◇ med ◇ heavy
— strength min
unarmored defense
+bracers of defense

+2 (adv)
can't be surprised
(when not incapacitated)

INITIATIVE

WEAPON	BONUS/DC	DAMAGE	NOTES
Battle axe of Wounding	+12	1d8+11 slashing	3d6 poison, 3d6 necrotic
Unarmed	+11	10 bludgeoning	OR shove 5ft OR knock prone
Grapple	a+11	target is grappled	grappled targets become restrained

ACTIONS attack, cast a spell, dash, disengage, dodge, help, hide, ready

Extra Attack. Two attacks per action.

Reckless Attack. Make all attacks at advantage, all attacks against you also have advantage. Lasts one round.

Brutal Critical. When rolling damage for a critical hit, add two extra damage die (the base die of the weapon). THEN double the dice.

Mage Slayer. Creatures have disadvantage on concentration checks made as a result of your attacks.

Bomb Launcher. Light and shoot one bomb. Each creature in a 20ft radius on a point centered within 60ft makes a DC 16 dexterity saving throw, taking 8d6 fire damage on a failure and half on a success. Bombs:

Tundra Soul. Turn 5ft of water into a cube of ice by touch. It melts after one minute depending on temperature conditions. It fails if a creature is in the cube.

BONUS ACTIONS off-hand attack, cast a spell

Storm Aura.

Give 10 temp HP to a creature within 10ft and/or force a creature within 10ft to make a strength save DC 19. On a fail, its speed is 0ft until the start of your next turn.

OTHER ABILITIES

Storm Aura. Creatures of your choice within 10ft have resistance to cold damage.

Persistent Rage. If you drop to 0HP and don't die outright, make a DC 10 constitution saving throw. On a success, drop to 1 hit point instead. Each subsequent use the DC increases by 5.

Storm Herald
Barbarian
CLASS/SUBCLASS

CLASS/SUBCLASS

16 LVL
16 TOTAL

RESISTANT ~~IMMUNE~~ ~~VULNERABLE~~
cold, piercing, bludgeoning, slashing

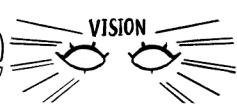
SHORT REST

16d12 total hit dice
d12 current hit dice

Relentless Rage resets to DC 10

med str=lg SIZE
40ft SPEED

normal (no darkvision)



PROFICIENCIES

light med
heavy shields
simple martial

LANGUAGES

common
giant

improvised weapons, unarmed attacks

OTHER

REACTIONS opportunity attack, unleash readied action

Make an attack against a creature within 5ft who...

...casts a spell. (Mage Slayer)

...just made an attack against a target other than you. (Sentinal)

...leaves your melee range. (Opportunity Attack)

Creatures cannot disengage from you.

On a hit, their speed becomes 0ft until the start of your next turn.

Stone's Endurance. <><><><><><> Reduce incoming damage from a weapon attack by 1d12+4