

Dungeons & Dragons

Name _____

Class & Level _____

Proficiency Bonus + 

▣ Abilities

	Score	Modifier	Saving Throws
Strength			
Constitution			
Dexterity			
Intelligence			
Wisdom			
Charisma			

▣ Skill Proficiency

Acrobatics __	History __	Perception __
Animal Handling __	Insight __	Persuasion __
Arcana __	Intimidation __	Religion __
Athletic __	Investigation __	Stealth __
Deception __	Legerdemain __	Survival __
Healing __	Nature __	

▣ Other Proficiencies

▣ Background _____,
•Feature

▣ Folk _____,
•Features

▣ Languages

▣ Speed _____

Long Jump	High Jump	Carry	Push/Lift/Drag
STR score	3+STR	15 x STR score	30 x STR score
ft.	mod ft.	lbs.	lbs.
_____	_____	_____	_____

▣ Current Hit Points _____ ▣ Max Hit Points _____

•Temporary Hit Points _____

▣ Current Hit Dice _____

•Hit Die Value 1d___ + ___CON

▣ Death Save ▣ ▣ ▣

Resistance:

Immunity:

▣ Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

▣ Armor Class _____

•Base _____ + _____ DEX + _____ Shield

•Temporary AC _____

▣ Weapon Attacks

• _____
To hit _____ Damage _____ Range _____

• _____
To hit _____ Damage _____ Range _____

• _____
To hit _____ Damage _____ Range _____

• _____
To hit _____ Damage _____ Range _____

▣ Equipment & Weight

Gold _____ Silver _____ Copper _____

Weight total _____

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Fighter Features

Hit Die 1d10

You are proficient in Strength and Dexterity saving throws.

Action Surge. On your turn, you can take one additional action. You can use this feature a number of times per day equal to your proficiency bonus.

Extra Attack. At 5th level, you can attack twice whenever you take the Attack action on your turn. The number of attacks increases by 1 per turn at 11th level and 17th level.

Fighting Style. You are proficient in one fighting style.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Blind Fighting. You have blindsight with a range of 10 feet.

Crossbow Expert. You ignore the loading property of crossbows and being within 5 feet of a hostile creature or prone doesn't impose disadvantage on your ranged attack rolls.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Fortitude. You have advantage on Constitution and Strength saving Throws.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Heavy Armor Master. While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical attacks is reduced by 3.

Interception. When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus. You must be wielding a shield or a simple or martial weapon to use this reaction.

Iron Will. You have advantage on Wisdom and Charisma saving throws.

Lightning Reflexes. You have advantage on Dexterity and Intelligence saving throws.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll and if the attack misses, you can make a single attack against the attacker. You must be wielding a shield.

Shieldmaster. If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

Thrown Weapon Fighting. When you hit with a ranged attack using a thrown weapon or a sling, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Indomitable. When you make a saving throw, add 1d6 to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.

Second Wind. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. You can use this feature a number of times per day equal to your proficiency bonus.

Champion Features

Additional Fighting Style. You gain one additional fighting style proficiency at 1st level and every 10 levels thereafter.

Remarkable Athlete. You have advantage on Athletic checks and Initiative rolls.

Superior Critical. You score a critical hit with weapon attacks on a roll of 18-20.

Survivor. At the start of each of your turns, you regain hit points equal to your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Battlemaster Features

Student of War. You gain proficiency with one type of artisan's tools of your choice and your choice of History or Persuasion skill. Your proficiency bonus is doubled for any ability check you make that uses the chosen tool and skill.

Rallying Cry. When you use Second Wind, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to 1d6 + your fighter level.

Inspiring Surge. When you use Action Surge, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Bulwark. When you succeed on a saving throw, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect as a reaction. If that creature can see or hear you, it can reroll its saving throw.

Eldritch Knight Features

Spellcasting. The Spells Known column of the table shows when you learn more wizard spells of 1st level or higher. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use

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your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spell Slots per Spell Level

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Weapon Bond. You perform a ritual that creates a magical bond between yourself and one weapon in your reach over the course of 1 hour, which can be done during a short rest. When you attack with the weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls and you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Arcane Charge. You gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Eldritch Strike. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn. Whenever you take the Attack action on your turn, you can cast one of your cantrips in place of one of your attacks if you can make more than one.

Duelist Features

Grace. When you engage in two-weapon fighting or wield a single weapon in one hand and the other is free, you add your Charisma modifier to your AC while unarmored.

Pinpoint Accuracy. You learn two flourishes of your choice and learn one more every 5 levels thereafter. You can use only one maneuver per turn. You have flourish dice, which are d8s. An accuracy die is expended when you use it. Some of your maneuvers require your target to make a saving throw to resist the flourish's effects. The saving throw DC is calculated as follows:

Flourish save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

You can use this feature a number of times per day equal to twice your proficiency bonus.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one flourish die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the flourish die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike. When you hit a creature with a weapon attack, you can expend one flourish die to distract the creature, giving your allies an opening. You add the flourish die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Evasive Footwork. When you move, you can expend one flourish die, rolling the die and adding the number rolled to your AC until you stop moving.

Feinting Attack. You can expend one flourish die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll this turn against that creature. If that attack hits, add the flourish die to the attack's damage roll.

Goading Attack. When you hit a creature with a weapon attack, you can expend one flourish die to attempt to goad the target into attacking you. You add the flourish die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Parry. When another creature damages you with a melee attack, you can use your reaction and expend one flourish die to reduce the damage by the number you roll on your flourish die + your Dexterity modifier.

Precision Attack. When you make a weapon attack roll against a creature, you can expend one flourish die to add it to the roll.

Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one flourish die to make a melee weapon attack against the creature. If you hit, you add the flourish die to the attack's damage roll.

Trip Attack. When you hit a creature with a weapon attack, you can expend one flourish die to attempt to knock the target down. You add the flourish die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.