DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
	Acolyte	Lori
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Human/Mulan	Chaotic Good	65000

STRENGTH	-1 (9)
DEXTERITY	+3 (16)
CONSTITUTION	+1 (13)
INTELLIGENCE	+2 (14)
WISDOM	0 (10)
CHARISMA	+1 (12)

INSPIRATION

+2 PROFICIENCY BONUS

○	-1	Strength
○	+3	Dexterity
○	+1	Constitution
○	+2	Intelligence
○	0	Wisdom
○	+1	Charisma

SAVING THROWS

○	+3	Acrobatics (Dex)
○	0	Animal Handling (Wis)
◉	+4	Arcana (Int)
○	-1	Athletics (Str)
○	+1	Deception (Cha)
○	+2	History (Int)
◉	+2	Insight (Wis)
○	+1	Intimidation (Cha)
○	+2	Investigation (Int)
○	0	Medicine (Wis)
○	+2	Nature (Int)
○	0	Perception (Wis)
○	+1	Performance (Cha)
○	+1	Persuasion (Cha)
◉	+4	Religion (Int)
○	+3	Sleight of Hand (Dex)
○	+3	Stealth (Dex)
○	0	Survival (Wis)

SKILLS

17 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum 1

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Sling	+3	1d4+3 bludgeoning
Dagger	+3	1d4+3 piercing
Dart	+3	1d4+3 piercing

Number of Attacks: 1
Scimitar +3. +6, 1d6+6 slashing

ATTACKS & SPELLCASTING

Amulet
Bedroll
Clothes, common
Gem Of Brightness
Incense x5
Leather +3
Portable Hole
Potion Of Greater Healing x2
Potion Of Healing x2
Pouch
Prayer Book
Ring Of Spell Storing
Vestements

EQUIPMENT

10 PASSIVE WISDOM (PERCEPTION)

Language Proficiencies: Common; Draconic; Halfling; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 250
PP

TREASURE

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.

Wizard

SPELLCASTING CLASS

Intelligence	12	+4
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

Mage Hand

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

Disguise Self

2

3

4

5

6

7

8

9

SPELLS KNOWN

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.

----------Other Traits----------

Lucky. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker ' s roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

Magic Initiate. Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class ' s spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

Mage Hand

Wizard Cantrip Conjuration DC 12 Spell Mod +4

1 Act. ***30 ft*** ***V,S*** ***1 min***

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Disguise Self

Wizard Level 1 Illusion DC 12 Spell Mod +4

1 Act. ***Self*** ***V,S*** ***1 hr***

You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are

Disguise Self *(reverse)*
disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.