

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma

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

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
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ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for cantrips

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

Vertical column of circles for prepared status

2

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3

Blank lines for spells level 3

4

Blank lines for spells level 4

5

Blank lines for spells level 5

6

Blank lines for spells level 6

7

Blank lines for spells level 7

8

Blank lines for spells level 8

9

Blank lines for spells level 9

SPELLS KNOWN

Relentless

(3rd-level Hound Conclave feature)

You have incredible endurance. You have Advantage on any checks or saving throws to prevent Exhaustion.

Give Chase

(3rd-level Hound Conclave feature)

You have trained yourself to thrive on grueling chases. When a creature provokes an Attack of Opportunity from you, you may move up to half your speed after making the Attack.

CURE WOUNDS

1st level evocation

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

HUNTER'S MARK

1st level divination

Casting Time: 1 bonus action

Range: 90 feet

Target: A creature that you can see within range

Components: V

Duration: Concentration, Up to 1 hour

Classes: Ranger

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

BARKSKIN

2nd level transmutation

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M (A handful of oak bark)

Duration: Concentration, Up to 1 hour

Classes: Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

SPIKE GROWTH

2nd level transmutation

Casting Time: 1 action

Range: 150 feet

Target: A 20-foot radius centered on a point within range

Components: V S M (Seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: Concentration, Up to 10 minutes

Classes: Druid, Ranger

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns.

The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.