

MY CHARACTER'S NAME

RACE — WHAT I AM

CLASS — WHAT I DO

MY LEVEL

Fill this in with your Dungeon Master. Use a pencil — heroes change.

DRAW YOUR HERO

ABILITY SCORES

Big circle = your modifier · Corner box = your score

STRENGTH
How hard you hit

DEXTERITY
How fast and sneaky

CONSTITUTION
How tough you are

INTELLIGENCE
How much you know

WISDOM
How much you notice

CHARISMA
How well you talk
people round

HIT POINTS

Colour one in each time you get hurt

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ARMOUR



MY STORY

WHO DO YOU MISS?

WHAT SCARES YOU?

WHAT DO YOU WANT?

MY STUFF

MY THREE SPELLS

Only if you cast



CHARACTER NAME

DRAW YOUR HERO

RACE

CLASS

LEVEL

SPEED

PROFICIENCY BONUS

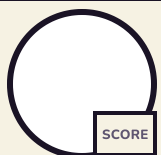
ABILITY SCORES

Circle = modifier · Corner box = score



STRENGTH

How hard you hit



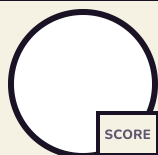
DEXTERITY

How fast and sneaky



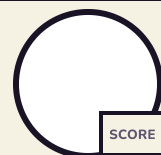
CONSTITUTION

How tough you are



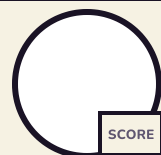
INTELLIGENCE

How much you know



WISDOM

How much you notice



CHARISMA

How well you talk
people round

HIT POINTS

Colour one in each time you get hurt

ARMOUR



ATTACK

TO HIT

DAMAGE

SKILLS

Tick if proficient · write the bonus

☐

Acrobatics

☐

Animal Handling

☐

Arcana

☐

Athletics

☐

Deception

☐

History

☐

Insight

☐

Intimidation

☐

Investigation

☐

Medicine

☐

Nature

☐

Perception

☐

Performance

☐

Persuasion

☐

Religion

☐

Sleight of Hand

☐

Stealth

☐

Survival

SPELLS

GEAR

MY STORY

one line each

WHO DO YOU MISS?

WHAT SCARES YOU?

WHAT DO YOU WANT?

SAVING THROWS

Tick if proficient · write the bonus

☐

STRENGTH

☐

DEXTERITY

☐

CONSTITUTION

☐

INTELLIGENCE

☐

WISDOM

☐

CHARISMA



CHARACTER NAME

PORTRAIT

YOUR TURN

everything you need

CLASS & LEVEL

RACE

BACKGROUND

ALIGNMENT

XP



AC

ATTACK BONUS

DAMAGE / TYPE

SPEED

INITIATIVE

PROF.

HIT POINTS — COLOUR IN DAMAGE

ABILITIES



SCORE

STRENGTH



SCORE

DEXTERITY



SCORE

CONSTITUTION



SCORE

INTELLIGENCE



SCORE

WISDOM



SCORE

CHARISMA

SKILLS

☐	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

SPELL SLOTS

tick when spent

LV 1	☐	☐	☐	☐	LV 2	☐	☐	☐	☐
LV 3	☐	☐	☐	☐	LV 4	☐	☐	☐	☐

SPELLS KNOWN

SAVING THROWS

☐	Strength
☐	Dexterity
☐	Constitution
☐	Intelligence
☐	Wisdom
☐	Charisma

CONDITIONS & NOTES

GEAR & FEATURES



FIGHTER

d10 · level 1

You stand at the front. You hit things, and things hit you back and regret it.

STR	DEX	CON	INT	WIS	CHA
15	13	14	8	12	10
+2	+1	+2	-1	+1	+0

HIT POINTS	ARMOUR CLASS	SPEED
12	16	30

GEAR

Chain mail · longsword · shield · handaxe · explorer's pack

ATTACK

Longsword +5 to hit · 1d8+3 slashing

YOUR TRICK — SECOND WIND

Once per rest, heal 1d10+1 on your turn. No action wasted, no dice argument.

SAVES

Strength & Constitution

SKILLS

Athletics +5 · Perception +3

HIT POINTS — COLOUR IN DAMAGE

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MY NAME	MY RACE

LUCK OF THE ROLL · LUCKOFTHEROLL.COM

ROGUE

d8 · level 1

You go first, quietly, and you hit much harder than anyone expects.

STR	DEX	CON	INT	WIS	CHA
8	15	13	14	10	12
-1	+2	+1	+2	+0	+1

HIT POINTS	ARMOUR CLASS	SPEED
9	14	30

GEAR

Leather armour · two daggers · shortbow · thieves' tools · burglar's pack

ATTACK

Dagger +4 to hit · 1d4+2 piercing

YOUR TRICK — SNEAK ATTACK

Add 1d6 damage whenever a friend is standing next to your target.

SAVES

Dexterity & Intelligence

SKILLS

Stealth +4 · Perception +2 · Investigation +4 · Acrobatics +4

HIT POINTS — COLOUR IN DAMAGE

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MY NAME	MY RACE

LUCK OF THE ROLL · LUCKOFTHEROLL.COM

WIZARD

d6 · level 1

You solve problems with spells and a very good memory. Stay behind the fighter.

STR	DEX	CON	INT	WIS	CHA
8	14	13	15	12	10
-1	+2	+1	+2	+1	+0

HIT POINTS	ARMOUR CLASS	SPEED
7	12	30

GEAR

Quarterstaff · spellbook · component pouch · scholar's pack

SPELLS

Cantrips: Fire Bolt, Light, Mage Hand

Level 1 (2 slots): Magic Missile, Shield, Sleep

YOUR TRICK — FIRE BOLT

+4 to hit at range · 1d10 fire · never runs out.

SAVES

Intelligence & Wisdom

SKILLS

Arcana +4 · Investigation +4

HIT POINTS — COLOUR IN DAMAGE

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MY NAME	MY RACE

LUCK OF THE ROLL · LUCKOFTHEROLL.COM

CLERIC

d8 · level 1

You keep everyone standing. You also have a mace, and you are willing to use it.

STR	DEX	CON	INT	WIS	CHA
13	10	14	8	15	12
+1	+0	+2	-1	+2	+1

HIT POINTS	ARMOUR CLASS	SPEED
10	16	30

GEAR

Chain mail · shield · mace · holy symbol · priest's pack

SPELLS

Cantrips: Sacred Flame, Guidance, Light

Level 1 (2 slots): Cure Wounds, Bless, Healing Word

YOUR TRICK — CURE WOUNDS

Touch a friend and heal them 1d8+2 hit points.

SAVES

Wisdom & Charisma

SKILLS

Medicine +4 · Insight +4 · Religion +1

HIT POINTS — COLOUR IN DAMAGE

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MY NAME	MY RACE

LUCK OF THE ROLL · LUCKOFTHEROLL.COM